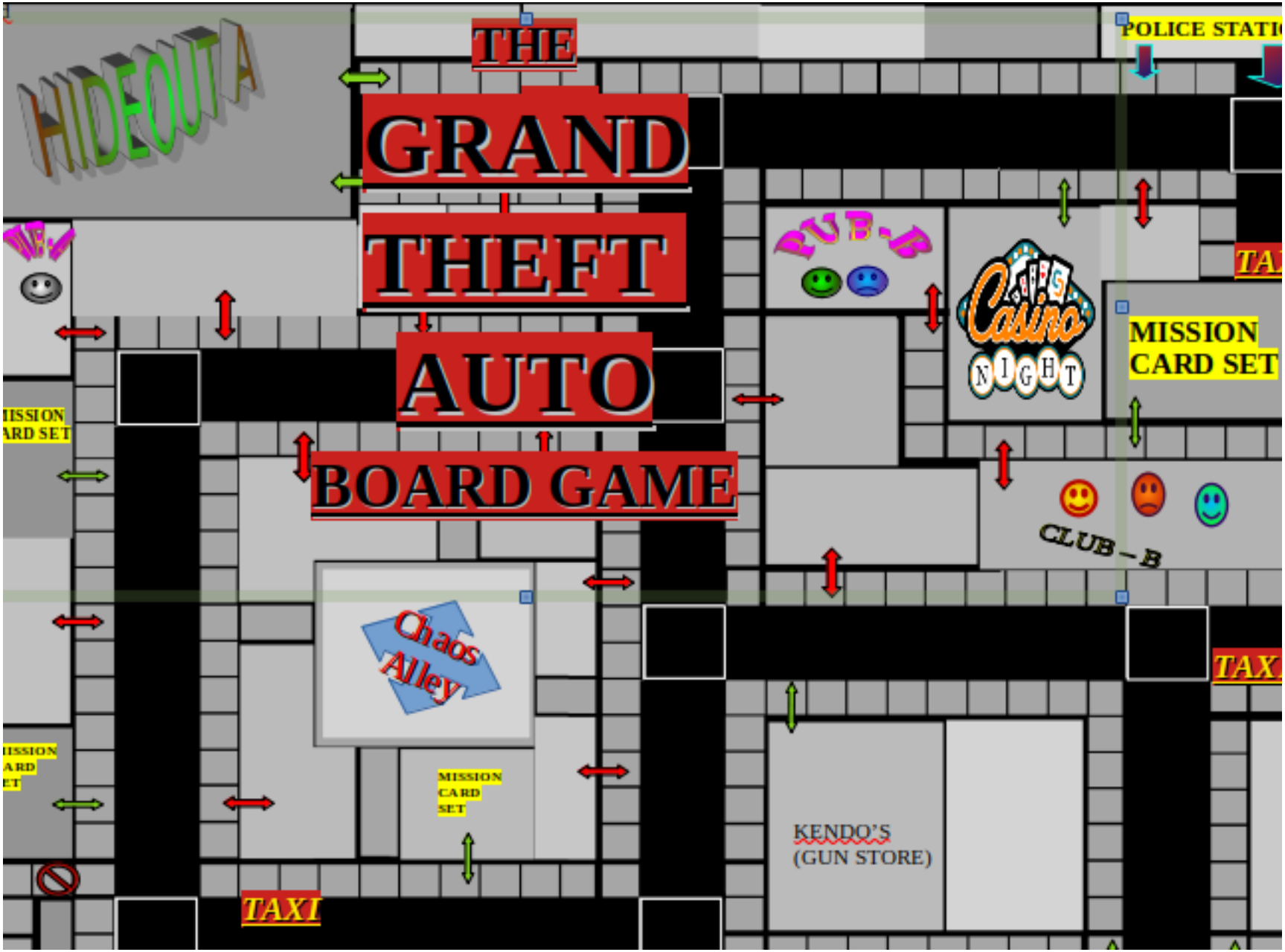

THE
GRAND
THEFT
AUTO
BOARD GAME
HIDEOUT
POLICE STATI
PUB-B
Casino
NIGHT
MISSION
CARD SET
CLUB – B
Chaos
Alley
MISSION
CARD
SET
KENDO'S
(GUN STORE)
TAXI

GRAND THEFT AUTO

The Criminal Underworld TTRPG

NUMBER OF PLAYERS

This game is to be played by 2 players or 2 teams of players.

THE AIM OF THE GAME

You each play against each other as rival gangs slowly building up your wealth through doing missions. This money can be used to buy weapons, recruit Gang Members or to take on better paying Missions. Making sure to remove any opposing Gang Members you see along the way to maintain your own gangs power and control. Eventually you will have enough money to buy the "MAGIC 8-BALL" and using it to destroy your opponents hideout. Only once this has been done can the player start to permanently remove their opponents gang members. Gang Members killed Without a Hideout to return to are removed from the Game. Once the Enemy Hideout is destroyed and All remaining Enemy s have been killed the Player has Won the Game!

KEEPING TRACK OF GAME PROGRESS

It may be necessary for each player to use a notepad to keep track of all game events. (for example, number of steps taken, current mission progress, What "*Player Piece*" a Cop is targeting, what "*Weapon Card*" is Equipped to what "*Player Card*", etc.) Although a "*Weapon Card*" will be known to all Players at time of purchase, each Player may choose to keep their "*Weapon Card*" hidden while not in a Battle Phase. "*Mission Card*"s however must remain visible and shown to opponent if requested so that Mission Completion can be verified.

PLAYERS TURNS

Each player will start their turn by rolling the dice which will determine a **Set Number of Squares** they can move for that turn, once they have finished carrying out Objectives/Tasks after and have use up all their Set Number of Squares their turn is over. **Players are free to use these steps how they choose.**

A Player is not limited by which *"Player Piece"* they move and may divide the set number of squares between different members of their gang to achieve multiple Objectives/Tasks in 1 turn. They can stop at any point to perform any tasks, Battle Phase, etc.

HOW TO MOVE ON BOARD

Each player will start with Their Player Piece at their Respective Gang Hideout Square. This will be a *"Player Piece: PEDESTRIAN"*. When Using a **"***Player Piece: PEDESTRIAN***"** the *"Footpath Squares"* must be used to count steps. Road Squares can only be used as steps to get to the *"Footpath Squares"* directly opposite, the road counts as a step. A Footpath Square can only be occupied by 1 Player Piece at a time. To step on a Footpath Square occupied by an opponents Player Piece Battle Phase Must be entered to determine which piece will now occupy that square. If its a *"Player Piece"* belonging to the Player then they may jump this step without counting it to the square directly opposite.

When Using a *"Player Piece: VEHICLE"***:** the road squares will be used to count steps. The Player inside a vehicle is safe from being targeted by a Battle Phase but may Target any *"Player Piece"* on the *"Footpath Squares"* surrounding their Road Square. Battle Phase will play out as it normally would. If a *"Player Piece: PEDESTRIAN"* is standing on a road square then they can be killed instantly if a *"Player Piece: VEHICLE"* steps onto that Road Square.

BATTLE PHASE

A Battle Phase is Entered When: a *"Player Piece"* selects a **Target** that is within range (Range = Number of Squares). Range can only be counted in straight lines but can include *"Road Squares"*. Players can only Target the other Player during their turn. There is no limit to the number of times a Player may Enter a Battle Phase per turn. Battle Phases are decided primarily by which Player has the highest Power Value, Range Value as a secondary factor.

If the Power Value of the Player is Higher than the Target: then the Target is killed and sent back to its respective *"Building Square"*.

If the Power Value of the Player is Lower than the Target: then the Targets Range Value will be checked and if the Target has a Range Value that is equal to or higher than the Player then the Player will be killed and sent back to its respective *"Building Square"*.

If the Power Value of each player is Equal: then a coin is flipped,
HEADS = BOTH KILLED
TAILS = BOTH SURVIVE

ENTERING A BUILDING

Each Player is assigned a Hideout which Can Only be used/stepped on by its Respective Owners. All other *"Building Square"*s are Neutral and are Open to both Players. A Player can choose to enter any *"Building Square"* by stepping on the *"Arrow Square"* in front of it. Going inside/outside of a *"Building Square"* from the *"Arrow Square"* counts as a step. There is no limit to how many *"Player Pieces"* can be inside any building at any given time. A player can stay in a building for as long as they choose and will exit by stepping onto the *"Arrow Square"*. If there are multiple doors to a building the player is free to enter/exit the building out of either door.

Buildings listed as Public: A Player may Enter/Exit a Public Building as many times as they choose by as many Players/*"Player Piece"*s as they choose in the same turn. A Player is safe from being targeted by any *"Player Piece"* **outside** of the building. A Battle Phase can still be initiated by either Player/Team from within the *"Building Square"* if the Target shares that Square

Buildings listed as Private: cannot be occupied by 2 opposing Players at the same time. Any player must wait for it to be empty before they may gain entry
When entering a Private building the Players turn is over!

WEAPON CARDS

When there is no *"Weapon Card"* Equipped then the Values of the *"Initial Equipment"* on the *"Player Card"* are applied. Any *"Player Card"* can Equip a *"Weapon Card"*, most of which can be purchased at *"GUN STORE KENDO"***.** There is limited stock so 1st come 1st served. Each *"Player Piece"* can only Equip 1 Weapon Card at a time and must return any previously Equipped card when buying a new 1.

SECONDARY WEAPON CARDS

These *"Weapon Card"* may be Equipped by a Player as well as a Weapon Card and it may be played at any time or kept unused for any amount of time it is as

the name imply s, a secondary Weapon. All Secondary *"Weapon Card"* can be used only once by a player and must return to its respective Deck after use.

MAGIC 8-BALL WEAPON CARD

This card is limited to 1 per Player. This Card can only be Equipped by the Main Player Cards and not by any recruited *"Player Piece"*s. This Weapon Card cannot be removed from a Player Card Once Equipped and is not affected by normal Game Conditions.

The "MAGIC 8-BALL" is an end of Game card used only to destroy the opponents Hideout. This is Necessary to remove the opponents ability to keep a *"Player Piece"* that is killed, which in turn, makes it possible to remove all Opposing *"Player Piece"*s from the Board, ending the Game.

To use the "Weapon Card: MAGIC 8-BALL" the *"Player Piece"* with it Equipped must step on the *"Arrow Square"* to the opposing Players *"SAFEHOUSE"*.

Once successfully using this Card the Opponents *"HIDEOUT"* is no longer in Play and that "Building Square" will now be treated as a *"DEAD-ZONE"*. Any *"Player Piece"* that is sent to a *"DEAD-ZONE"* will now be removed from play for the rest of the Game

MISSION CARDS

A *"Player Piece"* Can, if they choose, Start a Mission by standing on the *"Arrow Square"* in front of a *"Mission Card"* Placeholder and drawing the top card and attaching to its relevant *"Player Card"*. This *"Mission Card"* will be kept until its either Completed or Failed. A *"Mission Card"* cannot be replaced with a new *"Mission Card"*. Some Missions cost money to be started but also have a better payout. The *"Player Piece"* **Does Not** need to step into the building to draw a *"Mission Card"* but they can if they choose to.

If the card is is drawn without entering the building: then it is not the end of their turn and they can continue their Steps.

If the card is is drawn when entering the building: then the Players turn ends but they have the benefit of being in a *"SAFE-ZONE"*

To Complete A Mission: all tasks must be competed on a Equipped *"Mission Card"* by its respective holder and upon completion the player will be paid the amount on card. The card is then returned to the bottom of its respective deck.

If a Mission Card holder is killed/Arrested: then the Mission is failed and the *"Mission Card"* is Returned to the bottom of its respective deck.

Continuing a Failed Mission: The Player has the option to continue the failed *"Mission Card"* from its current progress by moving it to another *"Player Card"* This can only be passed on to a Player with no *"Mission Card"* attached.

How to Forfeit a Mission: There may be situations where a Player is unable to complete a Equipped *"Mission Card"*. The player may forfeit a Equipped *"Mission Card"* by simply walking into the *"POLICE STATION"* and Handing yourself in. The Player will be arrested by police and this would play out as it normally would.

1520 SEDGWICK AVENUE

"1520 SEDGWICK AVENUE MISSION CARDS" offer an alternative route to winning the game. Taking this path , however, will prove to be harder as there is little t o no payout for completing Missions. Unlike all other "Mission Cards" these will not be returned to the Deck when completed, but instead, are removed from play. These Mission Cards are split into 3 levels.

Level 1 "1520 SEDGWICK AVENUE MISSION CARDS" *are available to both Players and upon completion the Player will keep these Mission Cards that they complete to determine who will be continuing down this path. When all Level 1 Mission Cards have been completed then both Players will count how many of these Mission Cards each Player holds and whoever has the most will have won the rights to Level 2.*

Level 2 "1520 SEDGWICK AVENUE MISSION CARDS" *will be used when ALL Lev el 1 cards have been removed from Play. Only the Player who won the rights to Level 2 Mission Cards may take on these Mission Cards for the Rest of the Game. Again these Mission Cards will be removed from play instead of returning to the Deck and again only when there are no more Level 2 Mission Cards may the final Level 3 Mission Card be Held.*

Level 3 "1520 SEDGWICK AVENUE MISSION CARDS" *operates much like the* **"MAGIC 8-BALL"** except that it is not Single use and will be used to destroy both Players Safehouse. When using this card the normal conditions for Victory will have changed and the Player will now have to destroy both Players safehouses as well as removing all opposing Player Pieces from the Game.
THE PLAYER MUST DESTROY THEIR OWN SAFEHOUSE FIRST, ONLY THEN CAN THEY REMOVE THE OPPONENTS SAFEHOUSE!
The Normal Conditions for Victory will not be available to the player who used this card and the new conditions of destroying both Players Safehouse will be required instead.

CHAOS CARDS

"CHAOS CARDS" consist of 2 mandatory Decks *"A WALK IN THE PARK"* & *"DARK ALLEYWAY"* as well as a 3rd Out of Play Deck *"ALLEY TO THE VALLEY OF SHADOWS"*. There is **No Limit** to the number of times the Player can draw these cards in a single turn

A WALK IN THE PARK

70/30 chance of a Bonus or Penalty both of less significant impact.
The Entire Park is counted as a *"Building Square"* but is Unique in that it has *"Footpath Squares"* within it. The *"Player Piece"* will use these *"Footpath Squares"* inside the *"Building Square"* as they normally would, but will be considered as being inside *"Building Square: THE PARK"*. The Footpath within *"THE PARK"* is a 1-Way system, meaning, The Player can freely enter through both *"Arrow Square"s, but* cannot Exit through the same *"Arrow Square"* that was used to Enter.

DARK ALLEYWAY

25/75 chance of a Bonus or Penalty both of significant impact.
This Alleyway serves as a Short-cut when navigating across the board but may also turn out to be a Long-cut so take at your own risk.

ALLEY TO THE VALLEY OF SHADOWS

This Deck is NOT normally in play but may be added at the start of game only! This Deck isn't intended to be a get rich quick scheme and should not be in play if used as such! This is intended to act as a fail-safe for those who are losing and are want to quit….

50/50 chance of losing the game (To their relief) or getting $100,000 (Possibly making them want to try and turn the game back round)

RECRUITING GANG MEMBERS

Each Player can Hire A New Recruit: by entering the various *"SOCIAL HANGOUTS"* and paying the set price of a *"Player Card"*. That Player will now control that *"Player Piece"* and can use it to carry out their own missions, etc.

The Recruit Becomes a Permanent Gang Member: after the player has successfully completed a *"Mission Card"* with that recruit.

If a new recruit is killed: before completing a Mission then it will be sent back to its Respective Location and any Equipped *"Weapon Card"s* are removed.

If a Permanent Gang Member is killed: they are sent back to the respective Players Hideout. They do not lose their Equipped *"Weapon Card"* when killed.

"Player Card: GENERIC JUNKY" is Unique in that it can Not become a Permanent *"Player Piece"* and will always be sent back to Pub A when killed. When this card is arrested it is treated as being killed. On top of that he can only purchase Melee *"Weapon Card"*. These *"Weapon Card"* will Remain Equipped by this card even when killed and can only be removed by replacing it with a new *"Weapon Card"* (Permitted *"Weapon Card"* will be listed on the *"Player Card"*)

CASINO RULES

Any player can gamble up to $10,000 at a time. The opposing player flips a coin and if the player calls it they double their money. If called correctly that player can choose to bet again. This may be repeated until its called wrong.

POLICE TURNS

A *"POLICEMAN"* will be dispatched whenever a *"Mission Card"* implies. Its *"Player Piece"* will start from inside the *"Building Square: POLICE STATION"*. This role will be taken on by the Opposing Player as a Separate Turn to be taken before their own turn. A *"POLICEMAN"* can only target the

"Player Piece" associated with that*"Mission Card"* , however, Any *"Player Piece"* can target a *"POLICEMAN"*. Battle Phase plays out as it normally would. In addition, they are able to arrest a *"Player Piece"* by standing on their Square.

If the POLICEMAN kills its Target: then the *"Mission Card"* holder and is sent back to their respective Location.

If the POLICEMAN Arrests the Mission Card Holder: then the card holder has failed the mission and both *"Player Piece"*s are sent to the *"POLICE STATION"*. When a *"Player Piece"* is arrested any Equipped *"Weapon Card"* is Seized and sent back to its respective deck. When a *"Player Piece"* is arrested it will remain inside the *"POLICE STATION"* for 3 turns (only the *"Player Piece"* in jail is unable to move). The player will have the option to pay $5,000 bail so they can keep their *"Weapon Card"* and be sent to their *"SAFEHOUSE"* instead.

If the POLICEMAN is killed: then its *"Player Piece"* is sent back to the *"POLICE STATION"*. A new *"POLICEMAN"* will be dispatched on its following turn and this will continue until the associated *"Mission Card"* is returned to its deck.

BUILDING SQUARES

NAME OF BUILDING	TYPE OF BUILDING	FUNCTION OF BUILDING	STATUS OF BUILDING
THE BLOCK	OUTER SQUARE	Parameter for Board Squares and Game conditions	N/A
THE PARK	OUTER SQUARE	Parameter for Board Squares and Game conditions	N/A
ORANGE SAFEHOUSE	SAFEHOUSE	Home of Player A	SAFE-ZONE
PURPLE SAFEHOUSE	SAFEHOUSE	Home of Player B	SAFE-ZONE
COURIER SERVICE	MISSION CARD	Players can draw Mission Cards here	SAFE-ZONE
CASH MONEY BROTHERS	MISSION CARD	Players can draw Mission Cards here	SAFE-ZONE
F.I.B.	MISSION CARD	Players can draw Mission Cards here	SAFE-ZONE
1520 SEDGWICK AVENUE	MISSION CARD	Players can draw Mission Cards here	SAFE-ZONE
POLICE STATION	POLICE STATION	Police Base & Player Jail Cell	PUBLIC
GUN SHOP KENDO	WEAPON STORE	Weapon Cards can be Purchased Here	PUBLIC
CASINO	CASINO	Players can bet Money here	PUBLIC
THE PARK	CHAOS CARD	Chaos Card while passing	PUBLIC
DARK ALLEYWAY	CHAOS CARD	Serves as a shortcut - pickup Chaos Card while passing	PUBLIC
PUB - A	SOCIAL HANGOUT	Gang Members can be Recruited Here	PUBLIC
PUB - B	SOCIAL	Gang Members can	PUBLIC

	HANGOUT	be Recruited Here	
CLUB - A	SOCIAL HANGOUT	Gang Members can be Recruited Here	PUBLIC
CLUB - B	SOCIAL HANGOUT	Gang Members can be Recruited Here	PUBLIC

BUILDING SQUARES

NAME OF BUILDING	TYPE OF BUILDING	FUNCTION OF BUILDING	STATUS OF BUILDING

PLAYER CARDS

NAME	LOCATION	PRICE TO RECRUIT
PLAYER 1	ORANGE SAFEHOUSE	-
PLAYER 2	PURPLE SAFEHOUSE	-
GENERIC JUNKY	PUB A	$2,000
LESTER	PUB B	$10,000
DIVINE	CLUB A	$10,000
MIKKI	CLUB B	$20,000
BUBBA	PUB B	$20,000
KIVLOV	CLUB B	$20,000
TRAVIS	CLUB B	$30,000
TROY	CLUB A	$30,000

WEAPON CARDS

WEAPON	PRICE	POWER	RANGE
POLICE	-	5	3
FIST	-	1	1
KNUCKLE DUSTER	$1,000	2	1
BASEBALL BAT	$2,000	2	2
KNIFE	$5,000	3	1
PISTOL	$10,000	4	4
UZI	$15,000	5	4

AK-47	**$20,000**	**5**	**5**
M-60	**$30,000**	**6**	**5**
SHOTGUN	**$30,000**	**7**	**3**
FLAMETHROWER	**$30,000**	**8**	**1**
SNIPER RIFLE	**$50,000**	**6**	**10**
GRENADE LAUNCHER	**$50,000**	**9**	**4**
MASAMUNE	**$50,000**	**10**	**1**

SECONDARY WEAPON CARDS

WEAPON	PRICE	POWER	RANGE
ROCKET LAUNCHER	**$30,000**	**11**	**5**
MAGIC 8-BALL	**$500,000**	**-**	**1**
BODY ARMOUR	**$30,000**	**-**	**-**
BODY ARMOUR	**CHAOS CARD**	**-**	**-**
1 BAD BATCH	**CHAOS CARD**	**10**	**1**
PLASMA RIFLE	**CHAOS CARD**	**12**	**6**
SAIYAN PRINCE	**CHAOS CARD**	**-**	**-**
POLICE BRIBE	**CHAOS CARD**	**-**	**-**

MAIN PLAYER CARDS

Name of Gang:
GROVE ST. FAMILIES

Location:
GREEN SAFEHOUSE

MISSION CARD

Name of Gang:
BALLAS

Location:
PURPLE SAFEHOUSE

MISSION CARD

MAIN PLAYER CARDS (BACK)

WEAPON CARD

SECONDARY CARD

WEAPON CARD

SECONDARY CARD

PLAYER CARDS SET 1

GENERIC JUNKY

Location: **PUB A**

Cost to Hire: **$2,000**

MISSION CARD

Name: **LESTER**

Location: **PUB B**

Cost to Hire: **$10,000**

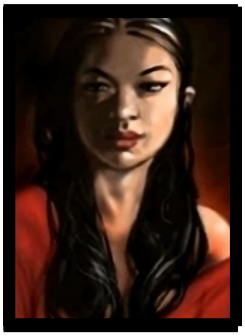
MISSION CARD

Name: **DIVINE**

Location: **CLUB A**

Cost to Hire: **$10,000**

MISSION CARD



Name: **MIKKI**

Location: **CLUB B**

Cost to Hire: **$20,000**

MISSION CARD

PLAYER CARDS SET 1 (BACK)

WEAPON CARD

KNUCKLE DUSTER, BASEBALL BAT, KNIFE & MASAMUNE ONLY

SECONDARY CARD

WEAPON CARD

SECONDARY CARD

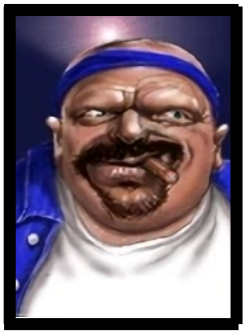
WEAPON CARD

SECONDARY CARD

WEAPON CARD

SECONDARY CARD

PLAYER CARDS SET 2

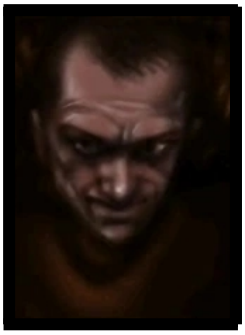


Name: **BUBBA**

Location: **PUB B**

Cost to Hire: **$20,000**

MISSION CARD



Name: **KIVLOV**

Location: **CLUB B**

Cost to Hire: **$20,000**

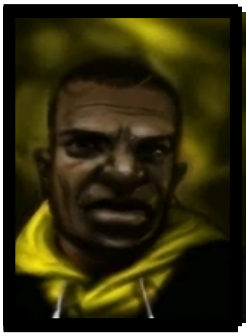
MISSION CARD

Name: **TRAVIS**

Location: **CLUB B**

Cost to Hire: **$30,000**

MISSION CARD



Name: **TROY**

Location: **CLUB A**

Cost to Hire: **$30,000**

MISSION CARD

PLAYER CARDS SET 2 (BACK)

WEAPON CARD

SECONDARY CARD

WEAPON CARD

SECONDARY CARD

WEAPON CARD

SECONDARY CARD

WEAPON CARD

SECONDARY CARD

COURIER MISSION CARDS (FRONT)

OUR #1 CUSTOMER

An important shipment has just come in and this is for our most important customer who keeps this operation well paid so don't fuck it up, who knows he may even let you do some work for him…..

Mission Objectives

1. Go to "Building Square: Docks" and wait till next turn
2. Go to "Building Square: CMB' to Complete this Mission

Reward
$2,000

Bonus
Draw a "CMB Mission Card" for free before leaving (Optional)

INSTA-GRAM DELIVERIES

We got a lot of Packages that need to be delivered ASAP. Doesn't matter how you go about it as long as you get it done!

Mission Objectives

1. In no particular order go to every "Building Square" on this list to complete this mission.

~ Club A **~ Club B**

~ Pub A **~ Pub B**

Reward
$5,000

Bonus
Upon Completion you can hire a Recruit at half price before leaving (Optional)

KENDO'S SHIPMENT

A shipment has arrived and the whole city has been waiting on this to resume business negotiations so don't fuck it up, who knows he may even give you first dibs…..

Mission Objectives

1. Go into the Docks Building Square and wait till next turn
2. Go into Kendo's Gun Store Building Square to Complete this Mission

Reward
$2,000

Bonus
$3,000 Weapon Card Voucher Must be Used before leaving

INSTA-GRAM DELIVERIES

We got a lot of Packages that need to be delivered ASAP. Doesn't matter how you go about it as long as you get it done!

Mission Objectives

1. In no particular order go to every "Building Square" on this list to complete this mission.

~Apartments 1 **~ Apartments 3** **~ Park Area (Walk around the whole Park)**

~ Apartments 2 **~ Apartments 5**

Reward
$10,000

COURIER MISSION CARDS (BACK)

CMB MISSION CARDS (FRONT)

ROCK THE BLOCK

Shit ain't moving as fast as usual, people are startin' to kick it,,,, maybe they listenen' to too much B.D.P. or maybe even found J.C.…. either way, go remind these X-fiends what they missin! And Don't come back till the you fed the Whole Block! Oh ye,and make sure you take out any competition movin' on my streets!

MISSION OBJECTIVES

1. You must complete a full lap around the Block finishing back on the CMB Arrow Square without missing any Footpath Squares.

MISSION CONDITIONS

You can not change direction once started
You can not step on any road square

REWARD
$15,000

LOCK, STOCK AND 1 BIG BLOCK

We holding too much product on every corner of the block and word got out, Ive arranged to have it all relocated but its gonna take time for my crew to arrive so your gonna have to make sure no one gets access to any of the apartments…. There's a lot of money riding on this….

MISSION OBJECTIVES

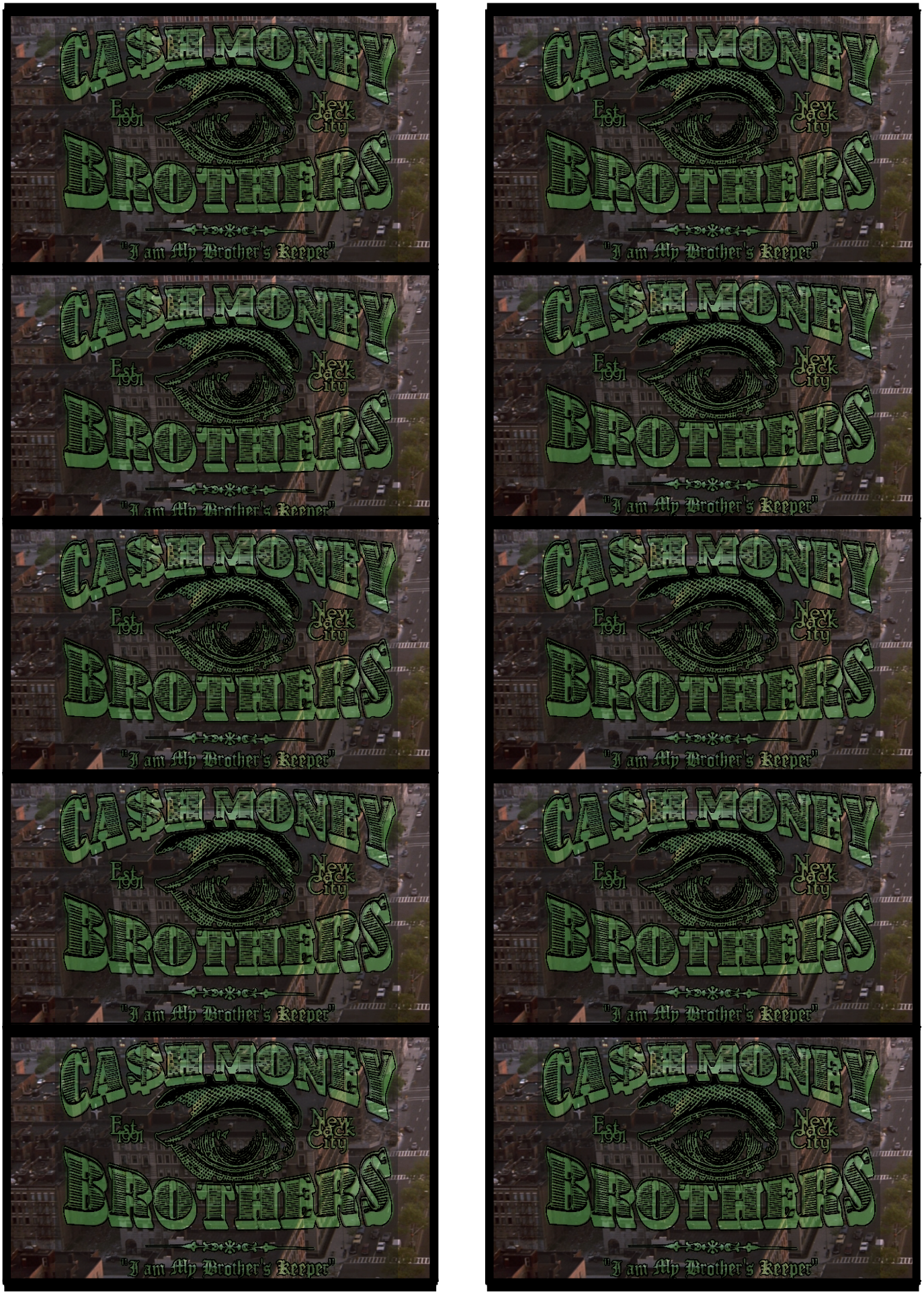
1. Make sure no one enters the Block for more then 2 consecutive turns
2. This Mission will be Completed after 5 turns

MISSION CONDITIONS

The other Player will have the opportunity to claim this Reward if they can Occupy any apartment Building Square for 2 consecutive turns and leave safely

REWARD
$15,000

CMB MISSION CARDS (BACK)



F.I.B. MISSION CARDS (FRONT)

CRACK EPIDEMIC

Meet Micky Barns at the park and follow his instructions! But be careful as Local Law Enforcement aren't aware of his affiliation to the agency and are watching him closely

Mission Objectives

1. Meet Micky Barns at the Park
2. Go to "Docks Building Square" and wait till next turn
3. Go to "CMB Building Square"

Mission Conditions

Cops Target you as soon as as you enter the Park

Reward
$25,000

Bonus
Draw a "CMB Mission Card" for free before leaving (Optional)

DIVIDE & CONQUER I

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! To spread Paranoia and spark up new tensions you must target an enemy gang member and plant fake evidence so that they defect and join your Gang out of fear this will lead to full spread Paranoia

Mission Objectives

1. Target and kill an Enemy Gang Member/Recruit

Mission Conditions

If Opponent has no Recruited Gang Members then this Mission is Failed

Reward
$15,000

Bonus
The Enemy Gang Member will now be in your Gang and go to your Hideout.

DIVIDE & CONQUER II

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! Get a Taxi and do a driveby on a rival Gang Member to fan the flames! Dont worry we have an Agent working as a cab driver so it will not cost anything.

Mission Objectives

1. Get a Taxi
2. Whilst in a Taxi enter a Battle Phase and Win.

Mission Conditions

Taxis will be free to use whilst holding this Mission Card

Reward
$20,000

DIVIDE & CONQUER III

Dir. Dick Holda is not happy with the Rising Unification and Rehabilitation of Gangs and has new Instructions! Go to Kendos and collect the Weapons Crate then Make sure you deposit arms at Every Project Building in the City.

Mission Objectives

1. Go to Kendos
2. In no particular order go to every "Building Square" on this list to complete this mission.

Reward
$10,000

Bonus
Go back to Kendo's to receive a free Weapon Card of a value of $30,000 or less.

F.I.B. MISSION CARDS (BACK)

THE JAM

DJ Kool Herc is throwin' a Block Party for his Little Sister's Birthday on August 11, 1973 but everywhere we look there's drugs being pushed so we need to make clean up these streets in the lead up to the party so that the community can enjoy the PEACE, LOVE AND UNITY vibes whilst SAFELY having fun!

MISSION OBJECTIVES

1. For the next 5 turns do not let an opposing Gang Member step onto "BUILDING SQUARE: *THE BLOCK*"

MISSION CONDITIONS

If an opposing Gang member steps onto "BUILDING SQUARE: *THE BLOCK*" within the next 5 turns then the mission is failed

CHESS SESH WITH FRESH

LINCOLN DETOX

The Black Panther Party and the Young Lords have a started a drug rehabilitation and education program to help revive the local community. Go find some lost soul and pull him from the Abyss…. Who knows he may even decide to enlist…..

MISSION OBJECTIVES

1. Recruit *GANG MEMBER: GENERIC JUNKY*

MISSION CONDITIONS

If opponent has already recruited *GANG MEMBER: GENERIC JUNKY* then kill him to send back to *PUB A*

REWARD

GANG MEMBER: GENERIC JUNKY WILL NOW A PERMANENT GANG MEMBER

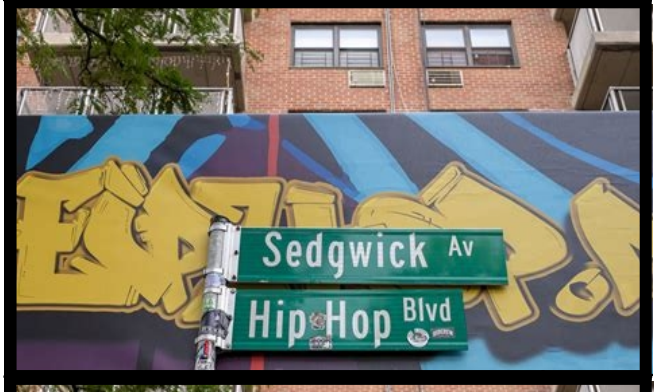
1520 SEDG. SET 1 MISSION CARDS (BACK)

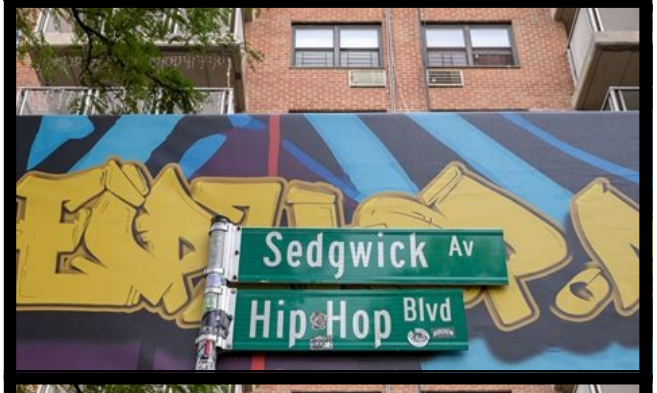
Chess sesh with fresh	

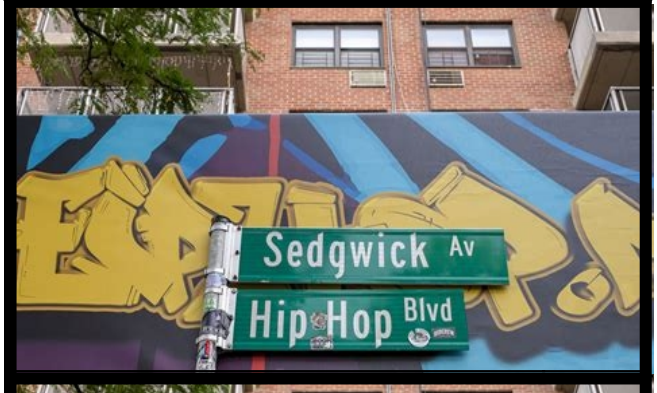
1520 SEDG. SET 2 MISSION CARDS (BACK)

Chess sesh with fresh	

1520 SEDGE. SET 3 MISSION CARDS (BACK)

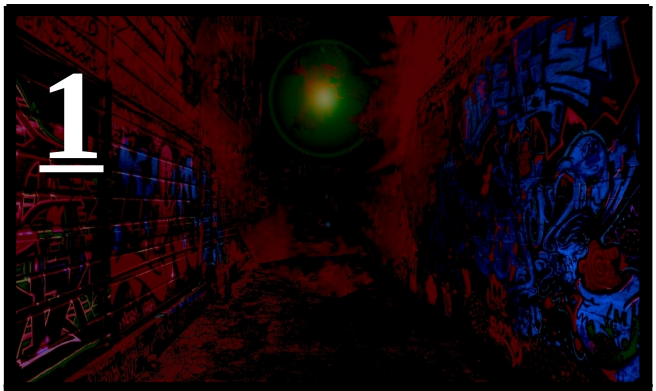


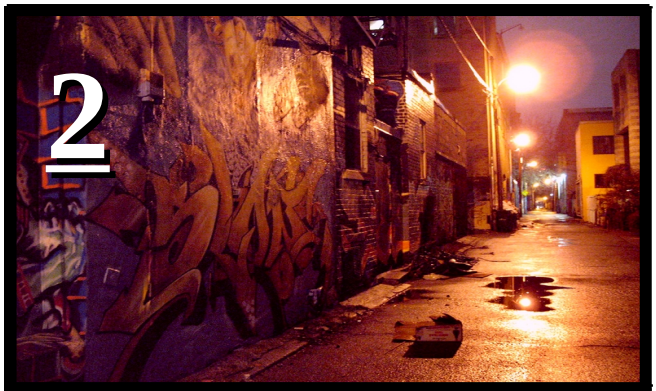




CHAOS CARDS (FRONT)

DARK ALLEYWAY CHAOS CARDS (BACK)





CHAOS CARDS (FRONT)

ITCHY…..TASTY….

As walk through the alley passing the nearby Human Testing Lab where junkies can get some quick dollar you notice a Green Mist seeping out a nearby Sewer. This shit BURNS like Acid! Foaming at the Mouth and scratching off chunks of flesh you have a sudden hunger that consumes your mind and possesses your body..

POWER
15
RANGE
2

For the Next 3 Turns you can ONLY move this Player Piece. This Player Piece will Lose ALL Held Cards. During These 3 Turns this player can not die and will Hold this Card as a Weapon Card. At the end of the 3rd turn the holder of this card will die.

1 BAD BATCH

You find a Junkie with a needle hanging out his arm when suddenly it gives you an idea… any dodgy gear like that could make an extremely deadly weapon, you pull it from his arm and keep it ready to use!!

POWER
10

RANGE
1

SECONDARY WEAPON CARD
(Single use only)

PLASMA RIFLE

You get abducted by Aliens. They take turns conducting "Experiments" and then dump all of their trash at the park. Luckily, it included you, as well as, a depleted plasma rifle. Your not sure how you got here or why your butt hurts but your happy with your newly acquired toy.

POWER
11

RANGE
6

Remove player piece for the rest of this turn, at the start of your next turn place piece on any Footpath Square inside the Park

SECONDARY WEAPON CARD
(Single use only)

BODY ARMOUR

You find a dead body in the ally! Although his brains are splattered across the floor, he appears to be wearing Mint condition Body Armour,Too good to go to waste, Take it for yourself.

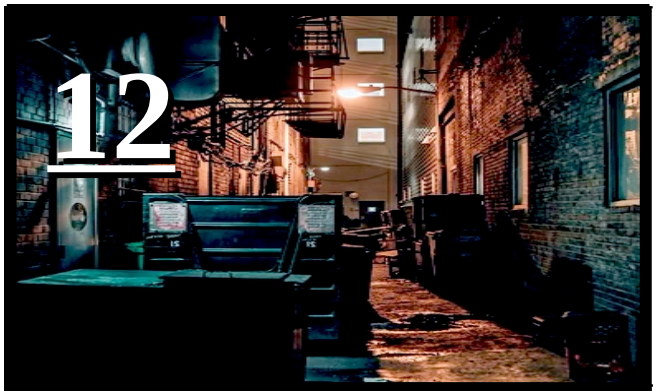
SECONDARY WEAPON CARD
(Single use only)
WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD

SAIYAN PRINCE

You see some crazy looking dude on his knees shouting "KAKAROT!!" at the sky, his gibberish annoys you so you pick up a half eaten can of beans and throw at him. The freak starts eating them then jumps to his feet. He curses you for "helping him" and In an attempt to restore his Pride he offers to show you the true Power of a Saiyan by Obliterating anyone on this Planet!!!!

SECONDARY WEAPON CARD
(Single use only)
TARGET ANY PLAYER PIECE ON THE BOARD AND KILL THEM INSTANTLY

DARK ALLEYWAY CHAOS CARDS (BACK)



KNUCKLE DUSTER 	**POWER** **1** **RANGE** **1**
BASEBALL BAT 	**POWER** **1** **RANGE** **2**
KNIFE 	**POWER** **2** **RANGE** **1**
PISTOL 	**POWER** **4** **RANGE** **3**
UZI 	**POWER** **5** **RANGE** **4**

KNUCKLE DUSTER 	**POWER** **2** **RANGE** **1**
BASEBALL BAT 	**POWER** **2** **RANGE** **2**
KNIFE 	**POWER** **3** **RANGE** **1**
PISTOL 	**POWER** **3** **RANGE** **4**
UZI 	**POWER** **4** **RANGE** **5**

WEAPON CARDS (BACK)

AK-47 	**POWER** **5** **RANGE** **5**
M-60 	**POWER** **6** **RANGE** **6**
SHOTGUN 	**POWER** **7** **RANGE** **3**
FLAMETHROWER 	**POWER** **8** **RANGE** **2**
SNIPER RIFLE 	**POWER** **6** **RANGE** **10**

AK-47 	**POWER** **5** **RANGE** **5**
M-60 	**POWER** **6** **RANGE** **5**
SHOTGUN 	**POWER** **7** **RANGE** **4**
FLAMETHROWER 	**POWER** **8** **RANGE** **2**
SNIPER RIFLE 	**POWER** **7** **RANGE** **8**

WEAPON CARDS (BACK)

GRENADE LAUNCHER 	**POWER** **9** **RANGE** **4**
MASAMUNE 	**POWER** **11** **RANGE** **2**
PISTOL 	**POWER** **3** **RANGE** **3**
UZI 	**POWER** **5** **RANGE** **4**
AK-47 	**POWER** **5** **RANGE** **5**

GRENADE LAUNCHER 	**POWER** **9** **RANGE** **4**
MASAMUNE 	**POWER** **10** **RANGE** **2**
PISTOL 	**POWER** **4** **RANGE** **4**
UZI 	**POWER** **4** **RANGE** **5**
AK-47 	**POWER** **5** **RANGE** **5**

WEAPON CARDS (BACK)

WEAPON CARDS (BACK)

M-60

POWER
6

RANGE
6

SHOTGUN

POWER
7

RANGE
3

ROCKET LAUNCHER

SECONDARY WEAPON CARD
(Single use only)

POWER
11

RANGE
5

MAGIC 8-BALL

SECONDARY WEAPON CARD

POWER
-

RANGE
1

BODY ARMOUR

SECONDARY WEAPON CARD
(Single use only)

WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD

POWER
-

RANGE
-

M-60

POWER
6

RANGE
6

SHOTGUN

POWER
7

RANGE
3

ROCKET LAUNCHER

SECONDARY WEAPON CARD
(Single use only)

POWER
12

RANGE
4

MAGIC 8-BALL

SECONDARY WEAPON CARD

POWER
-

RANGE
1

BODY ARMOUR

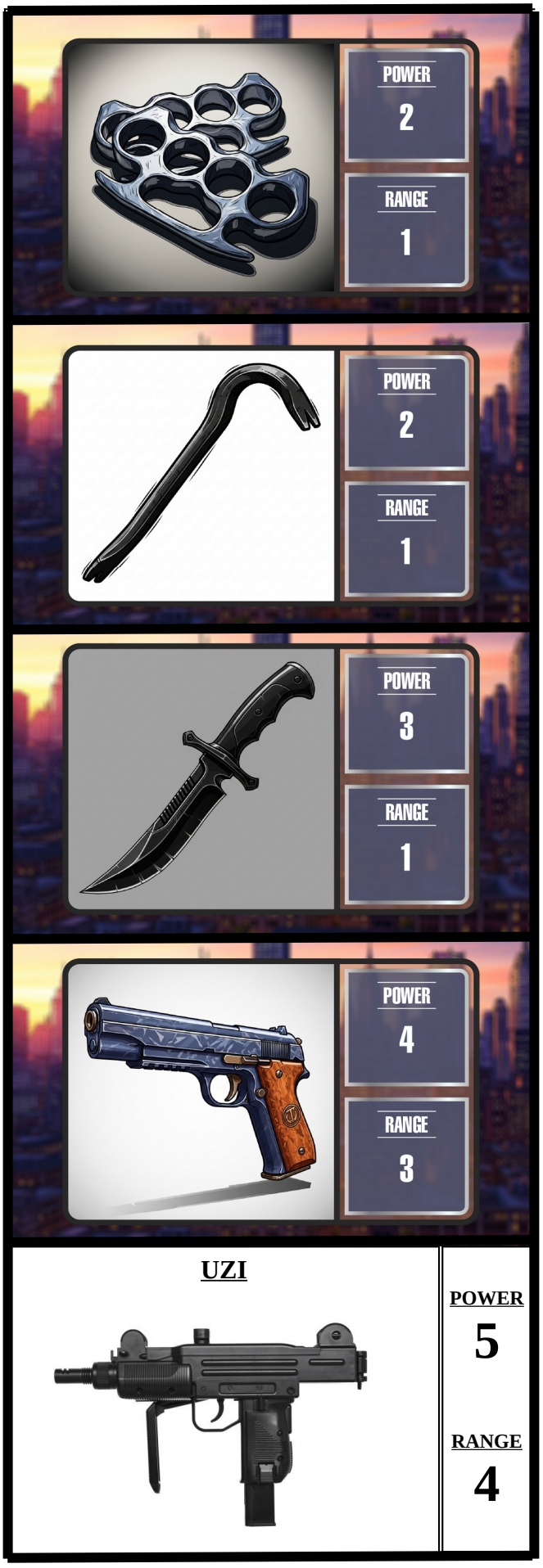
SECONDARY WEAPON CARD
(Single use only)

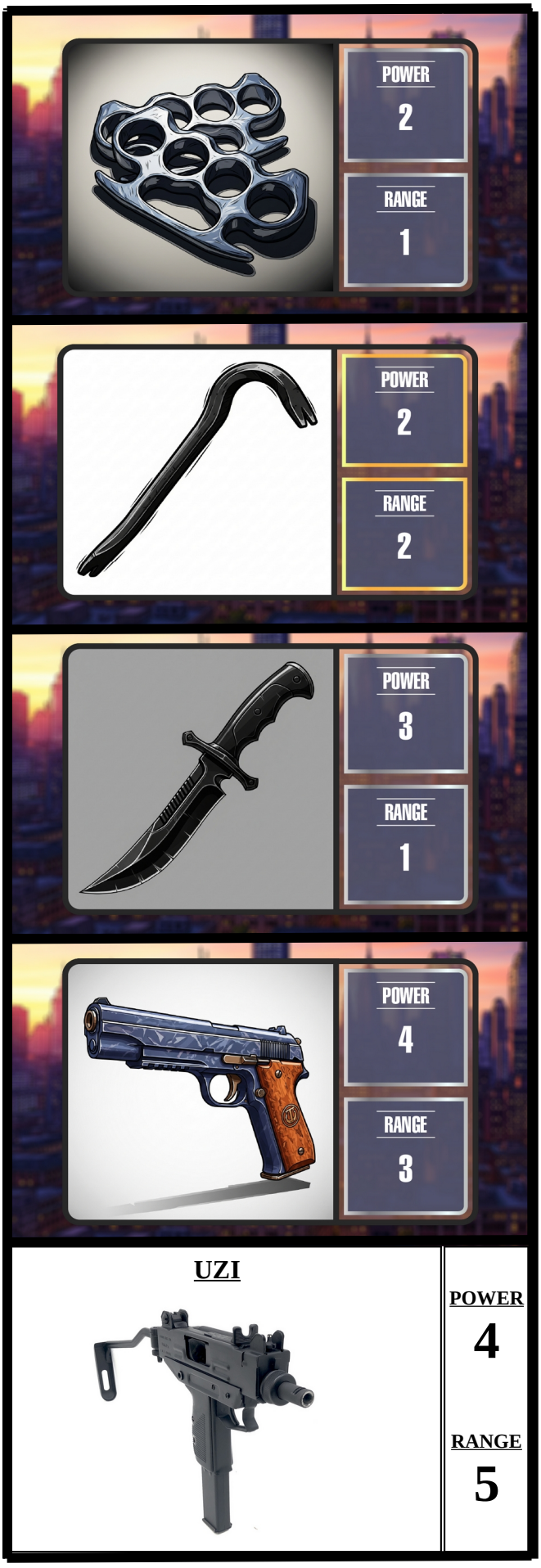
WHEN YOU LOSE A BATTLE PHASE REMOVE THIS CARD INSTEAD

POWER
-

RANGE
-

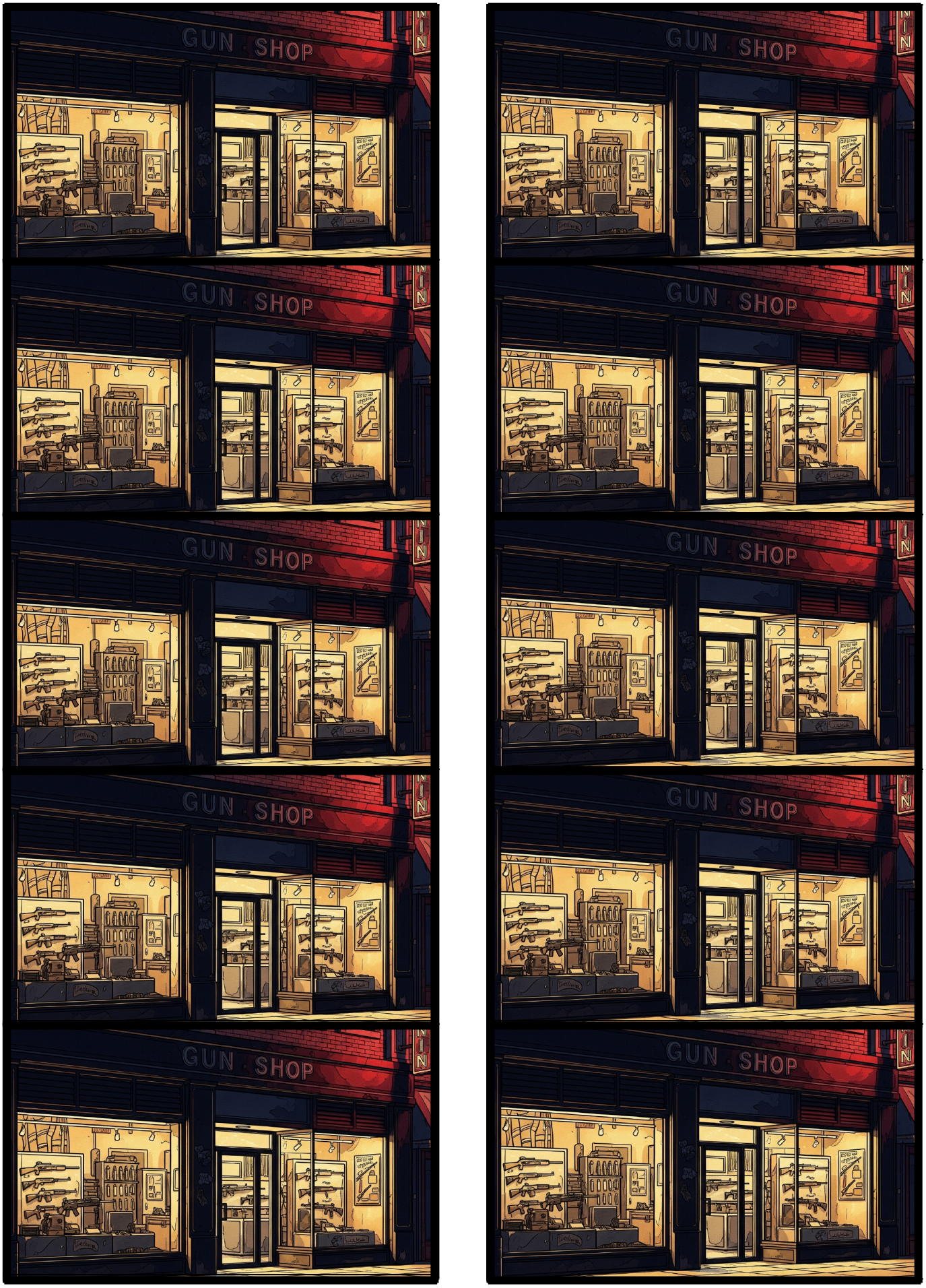
WEAPON CARDS (FRONT)





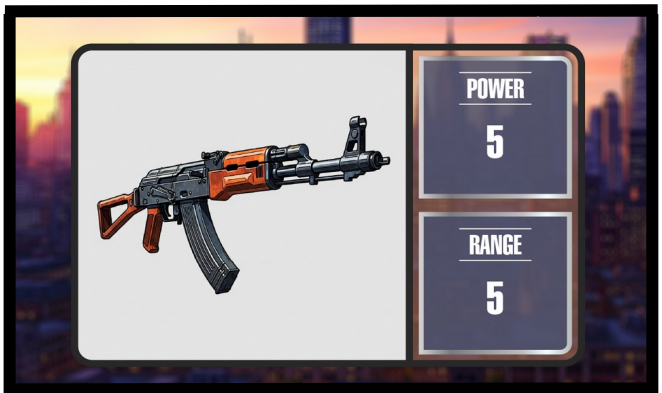
Design by ***Tre Y Trebotich***

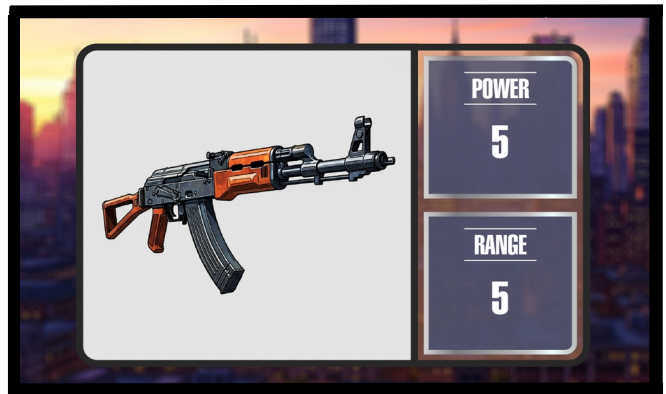
WEAPON CARDS (BACK)



Design by ***Tre Y Trebotich***

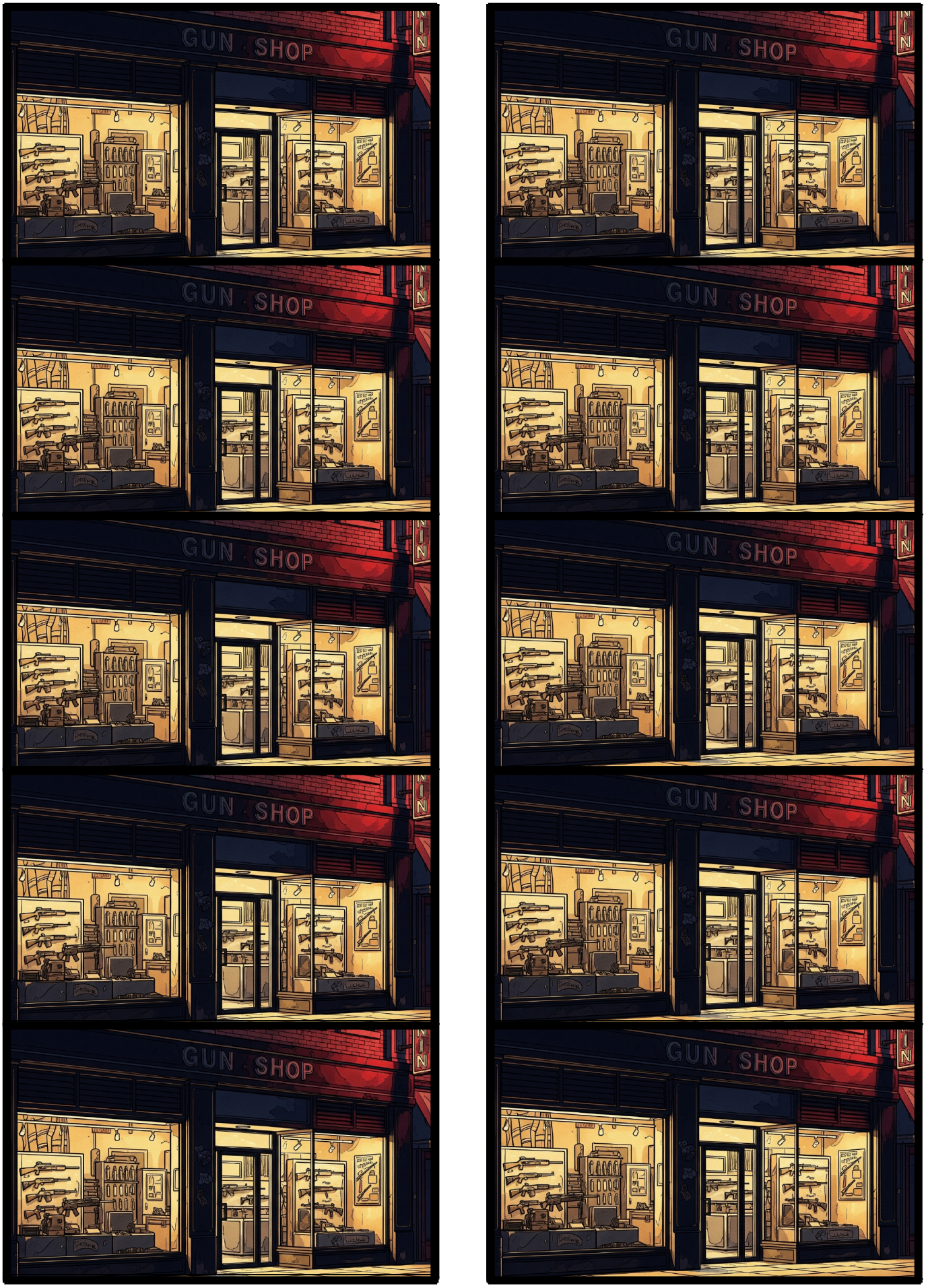
WEAPON CARDS (FRONT)





Design by ***Tre Y Trebotich***

WEAPON CARDS (BACK)



Design by ***Tre Y Trebotich***

WEAPON CARDS (FRONT)

GRENADE LAUNCHER

POWER 9

RANGE 4

GRENADE LAUNCHER

POWER 9

RANGE 4

MASAMUNE

POWER 11

RANGE 2

MASAMUNE

POWER 10

RANGE 2

UZI

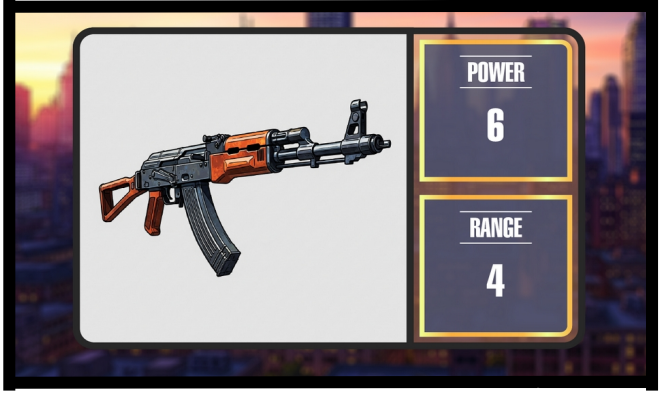
POWER 5

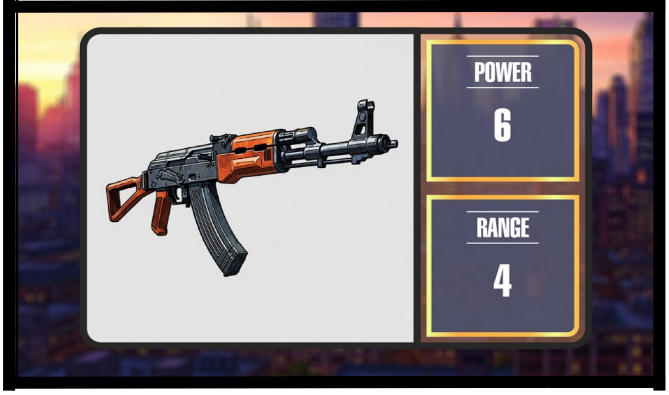
RANGE 4

UZI

POWER 4

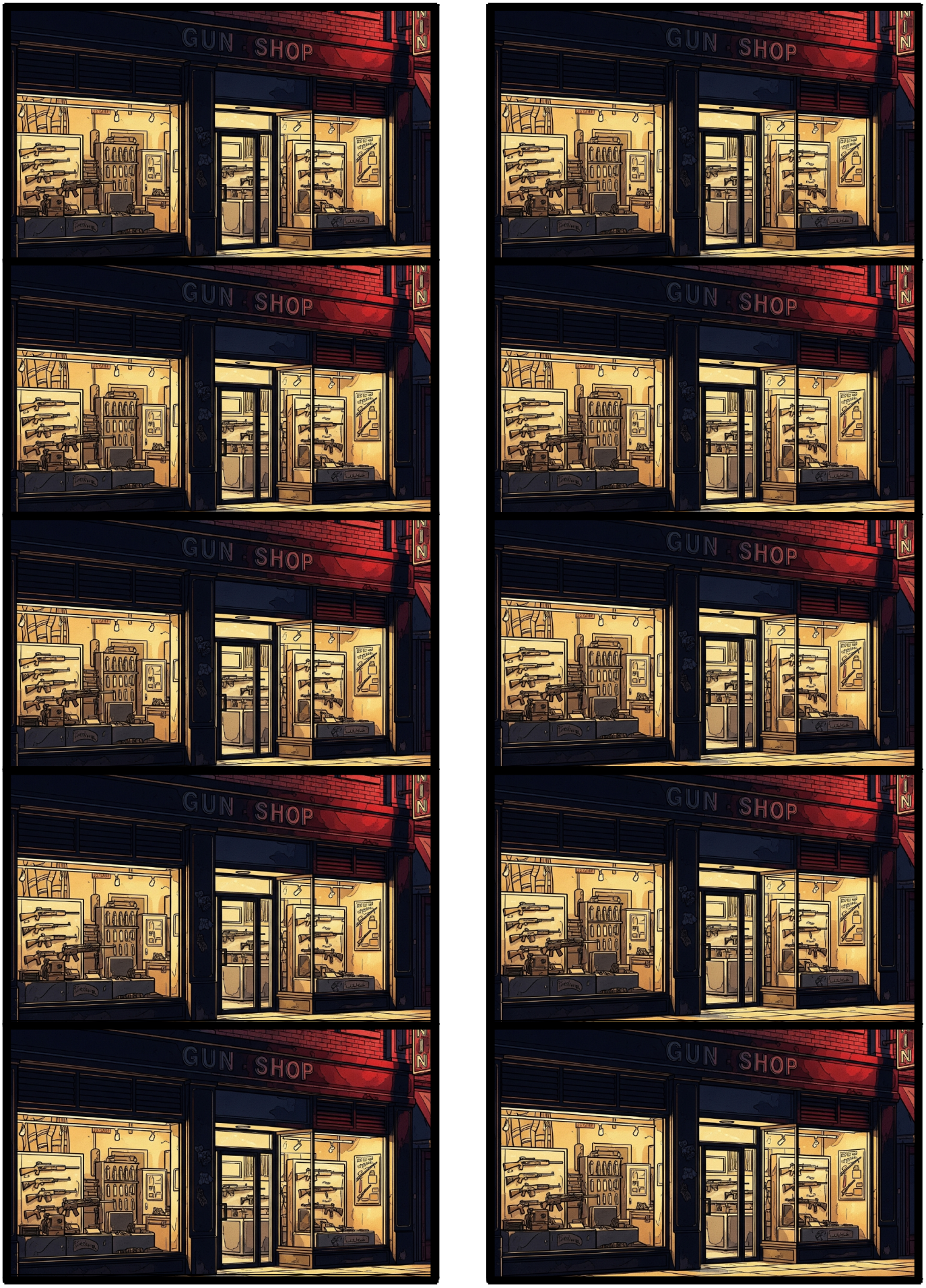
RANGE 5





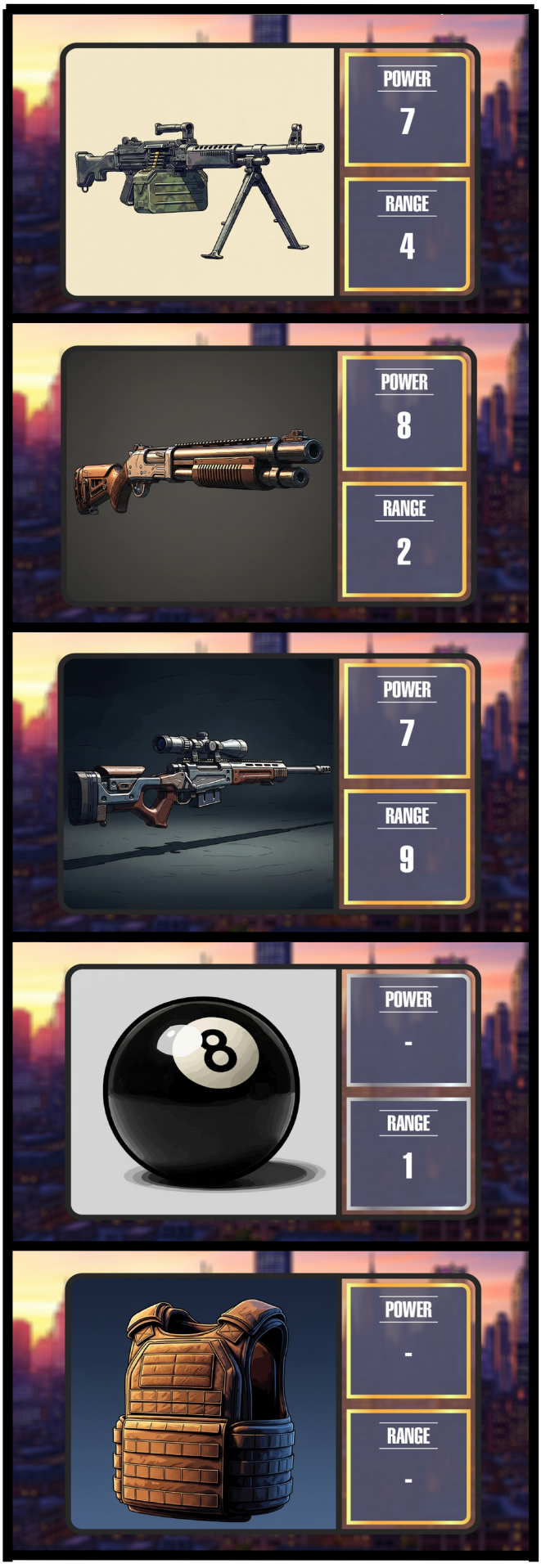
Design by ***Tre Y Trebotich***

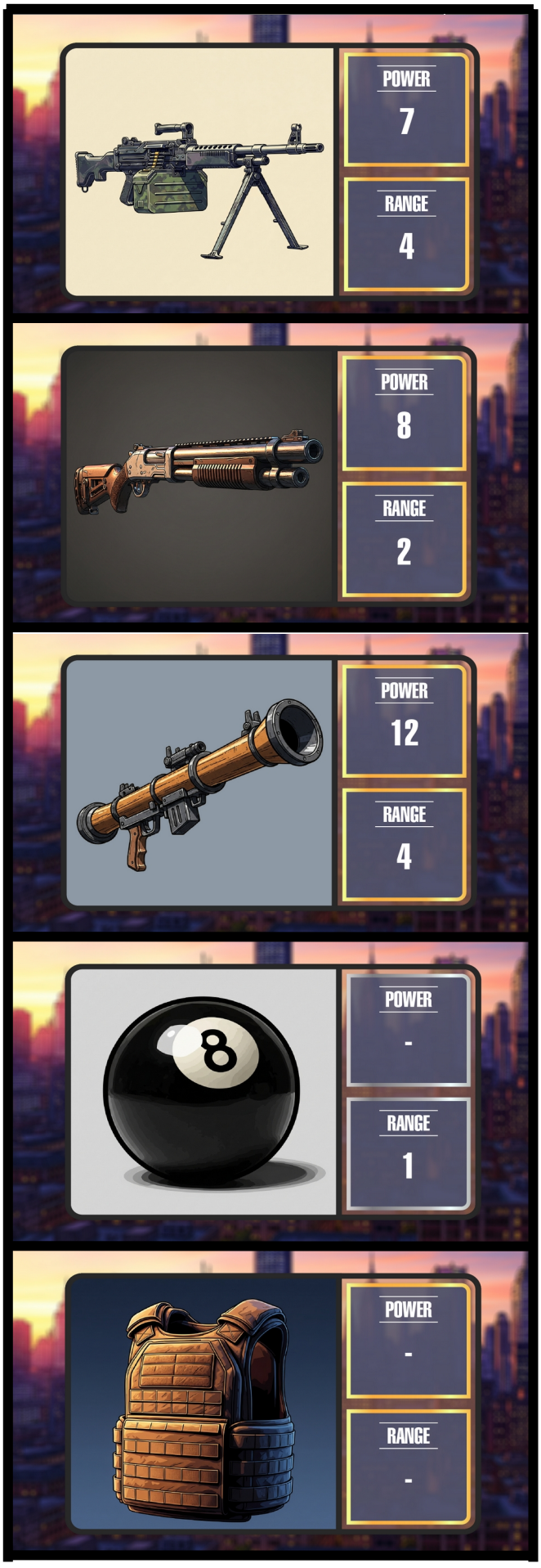
WEAPON CARDS (BACK)



Design by ***Tre Y Trebotich***

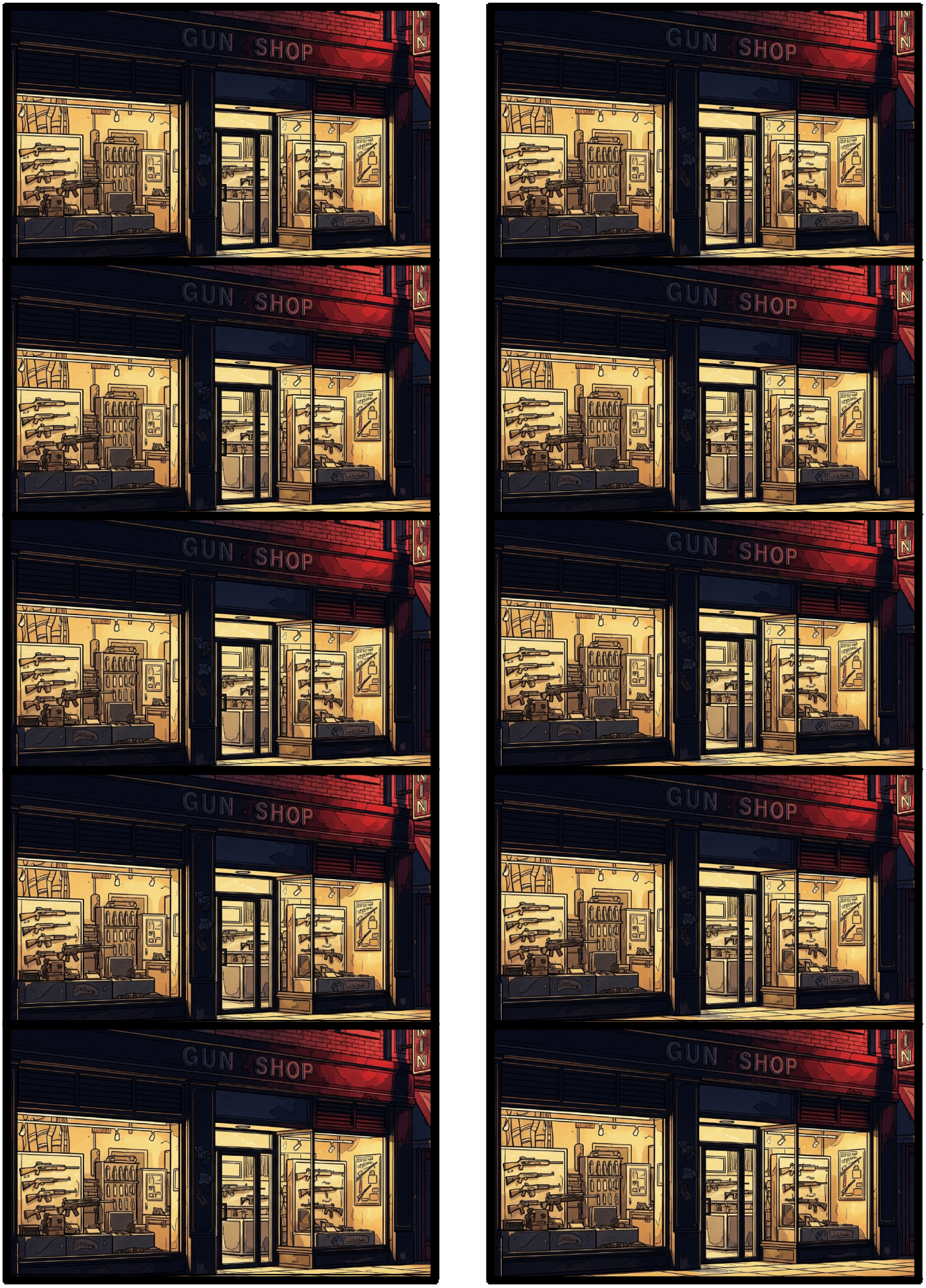
WEAPON CARDS (FRONT)





Design by ***Tre Y Trebotich***

WEAPON CARDS (BACK)



Design by ***Tre Y Trebotich***

100 credits

100 credits

ODDWORLD INHABITANTS®

100

One Hundred Credits

100 credits

100 credits

ODDWORLD INHABITANTS®

100

One Hundred Credits

100 credits

100 credits

ODDWORLD INHABITANTS®

100

One Hundred Credits

100 credits

100 credits

ODDWORLD INHABITANTS®

100

One Hundred Credits

100 credits

100 credits

ODDWORLD INHABITANTS®

100

One Hundred Credits

100 credits

100 credits

ODDWORLD INHABITANTS®

100

One Hundred Credits

200 credits

200 credits

ODDWORLD INHABITANTS®

200

Two Hundred Credits

200 credits

200 credits

ODDWORLD INHABITANTS®

200

Two Hundred Credits

200 credits

200 credits

ODDWORLD INHABITANTS®

200

Two Hundred Credits

200 credits

200 credits

ODDWORLD INHABITANTS®

200

Two Hundred Credits

200 credits

200 credits

ODDWORLD INHABITANTS®

200

Two Hundred Credits

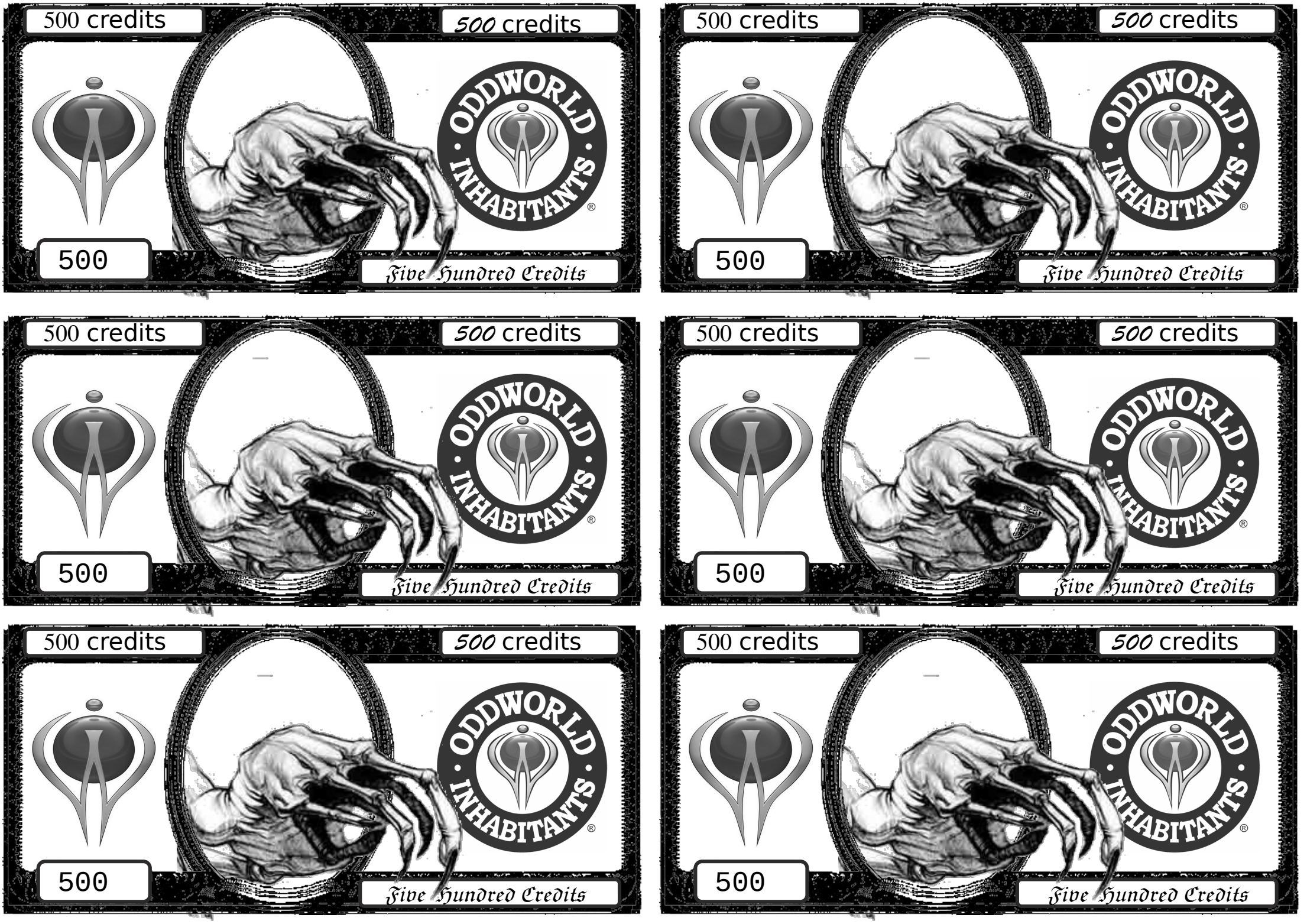
200 credits

200 credits

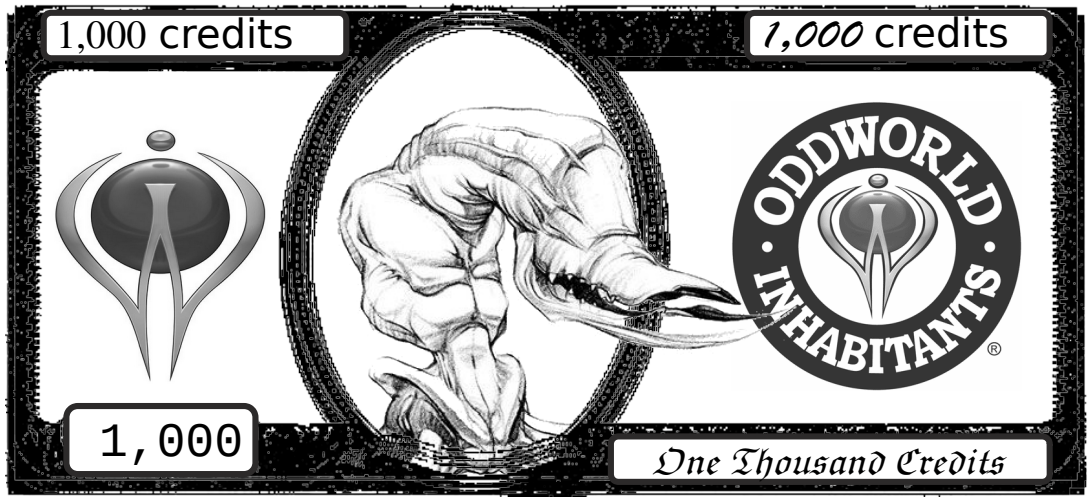
ODDWORLD INHABITANTS®

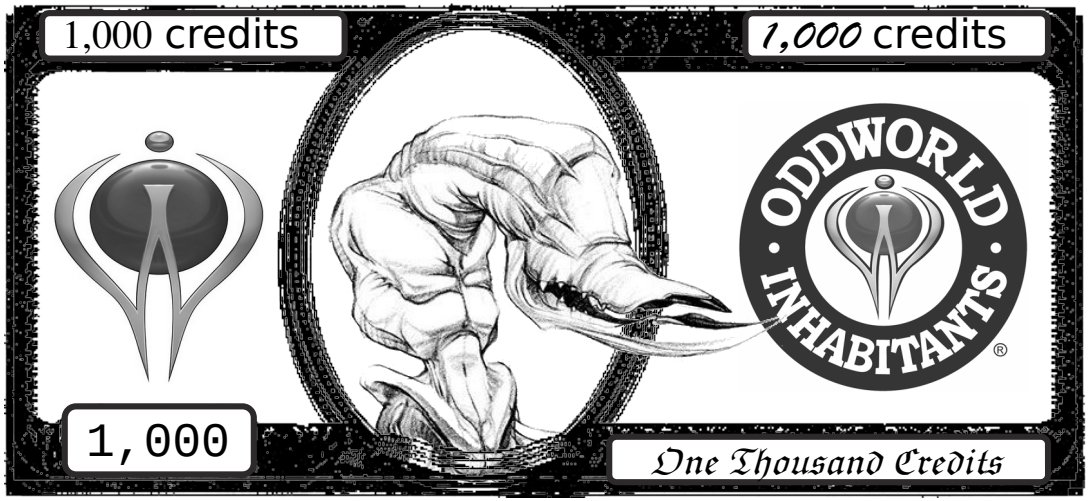
200

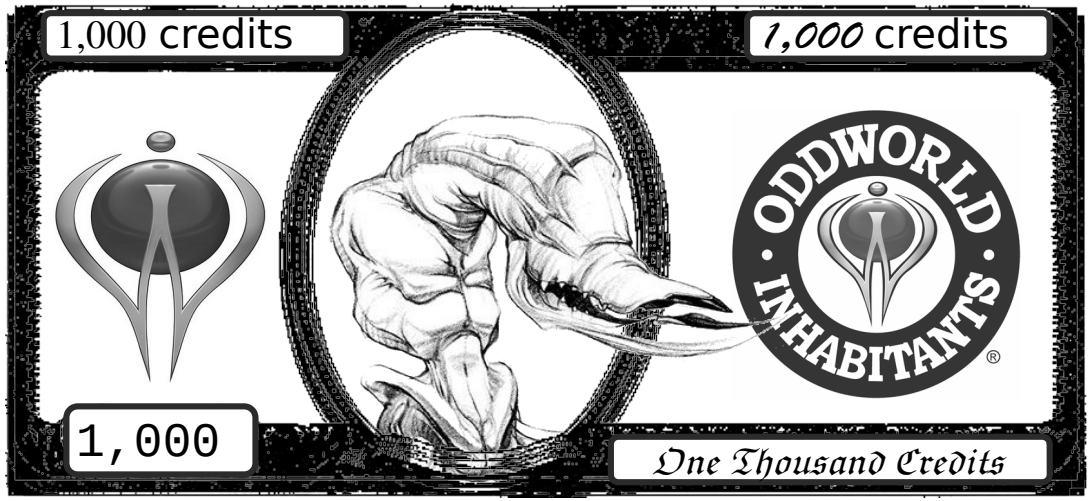
Two Hundred Credits

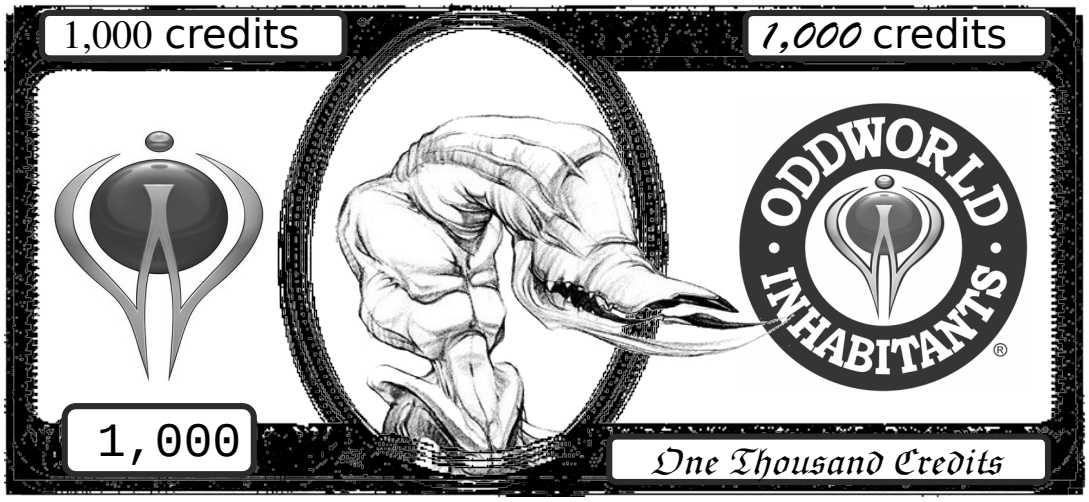

500 credits
500 credits
ODDWORLD
INHABITANTS
500
Five Hundred Credits

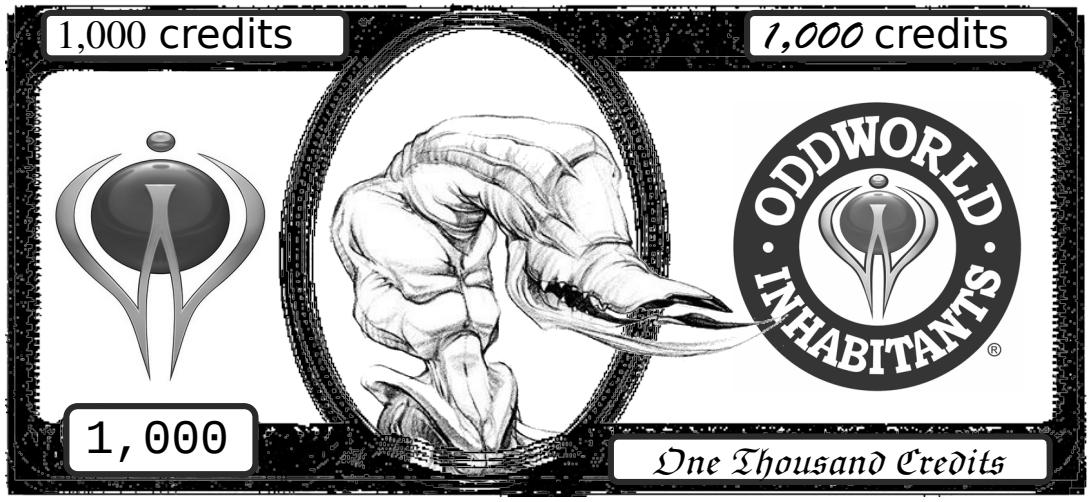
1,000 credits
1,000 credits
ODDWORLD
INHABITANTS
1,000
One Thousand Credits


1,000 credits
1,000 credits
ODDWORLD
INHABITANTS
1,000
One Thousand Credits


1,000 credits
1,000 credits
ODDWORLD
INHABITANTS
1,000
One Thousand Credits


1,000 credits
1,000 credits
ODDWORLD
INHABITANTS
1,000
One Thousand Credits

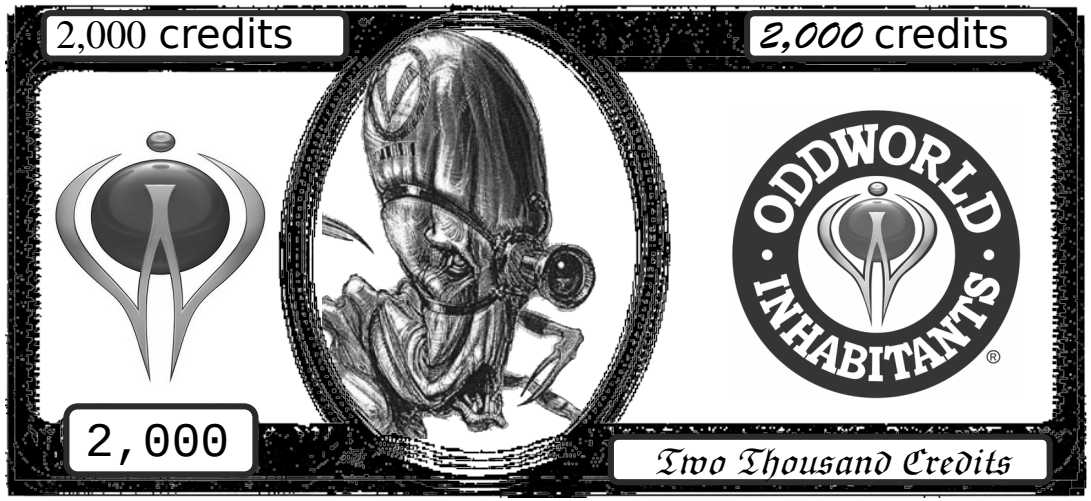

1,000 credits
1,000 credits
ODDWORLD
INHABITANTS
1,000
One Thousand Credits

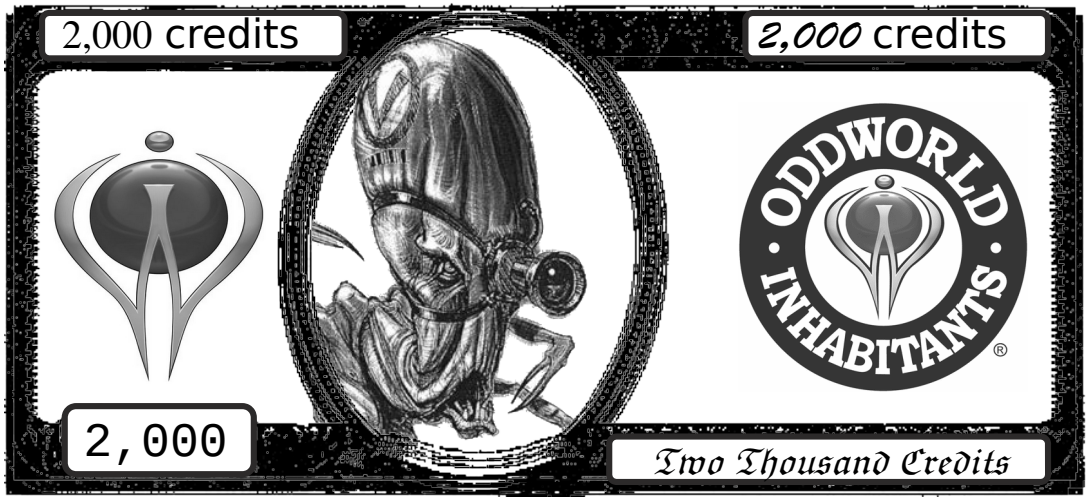

1,000 credits
1,000 credits
ODDWORLD
INHABITANTS
1,000
One Thousand Credits

2,000 credits
2,000 credits
ODDWORLD
INHABITANTS
2,000
Two Thousand Credits

2,000 credits
2,000 credits
ODDWORLD
INHABITANTS
2,000
Two Thousand Credits

2,000 credits
2,000 credits
ODDWORLD
INHABITANTS
2,000
Two Thousand Credits


2,000 credits
2,000 credits
ODDWORLD
INHABITANTS
2,000
Two Thousand Credits

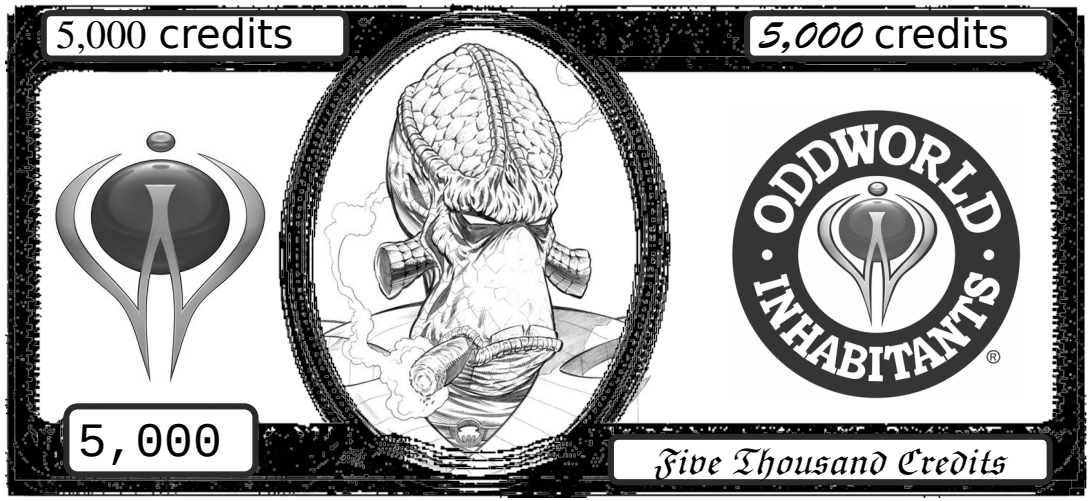

2,000 credits
2,000 credits
ODDWORLD
INHABITANTS
2,000
Two Thousand Credits

2,000 credits
2,000 credits
ODDWORLD
INHABITANTS
2,000
Two Thousand Credits

5,000 credits
5,000 credits
ODDWORLD
INHABITANTS
5,000
Five Thousand Credits

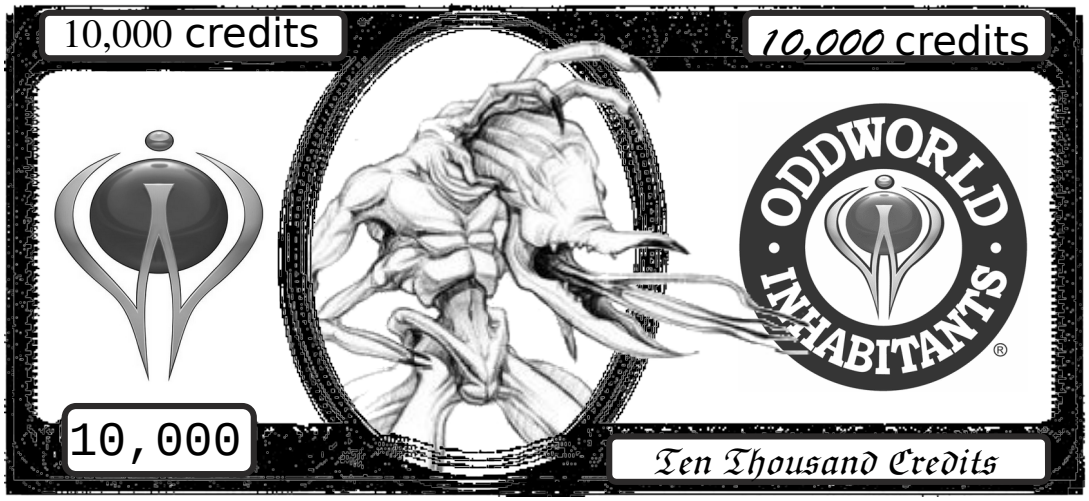
5,000 credits
5,000 credits
ODDWORLD
INHABITANTS
5,000
Five Thousand Credits

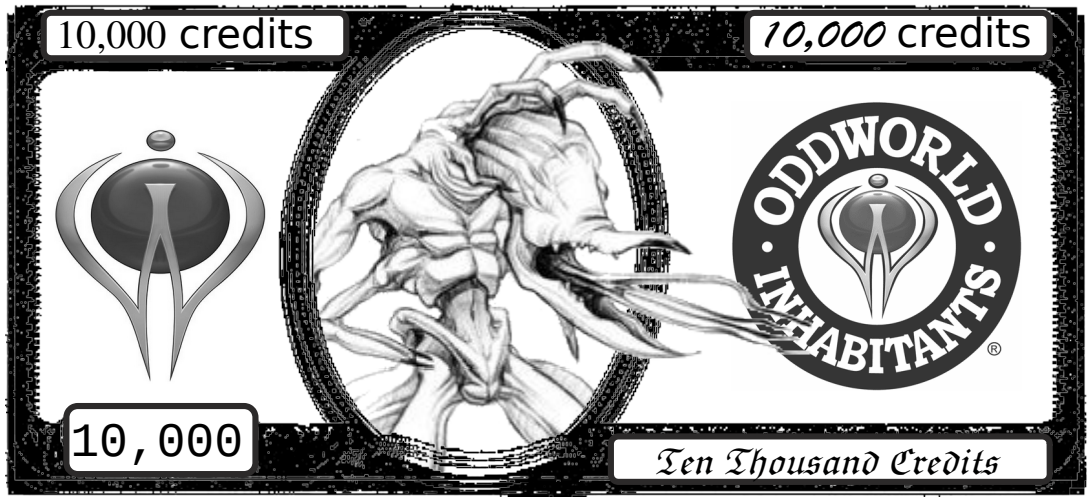
5,000 credits
5,000 credits
ODDWORLD
INHABITANTS
5,000
Five Thousand Credits

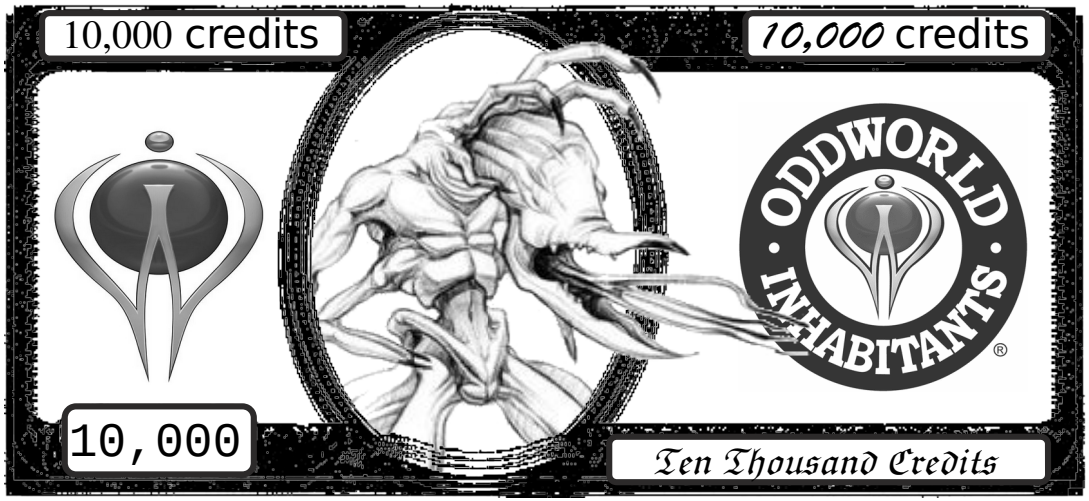

5,000 credits
5,000 credits
ODDWORLD
INHABITANTS
5,000
Five Thousand Credits

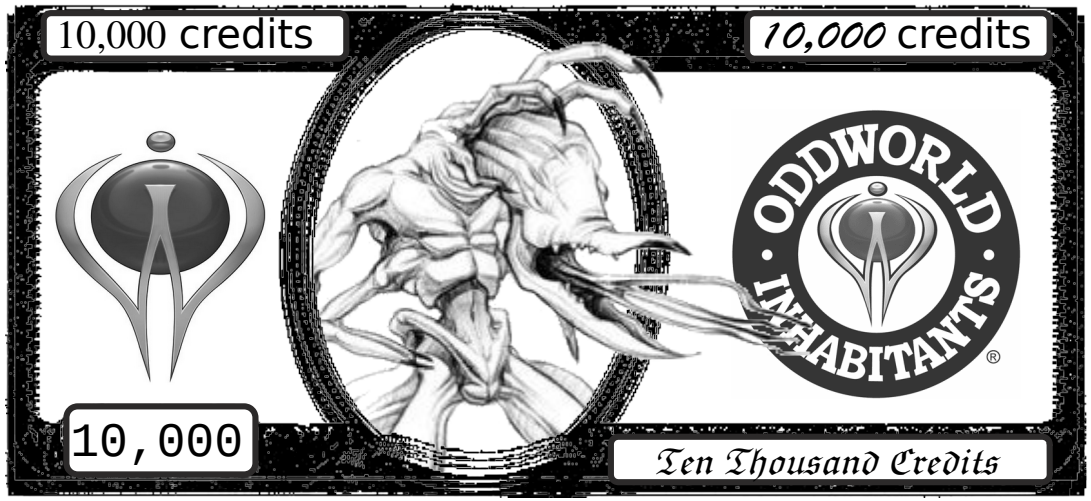
5,000 credits
5,000 credits
ODDWORLD
INHABITANTS
5,000
Five Thousand Credits

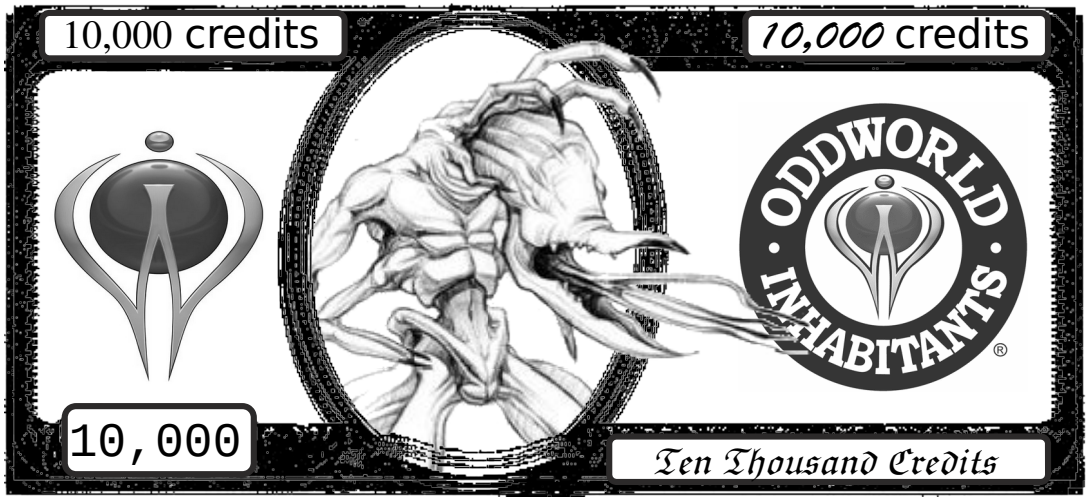
5,000 credits
5,000 credits
ODDWORLD
INHABITANTS
5,000
Five Thousand Credits

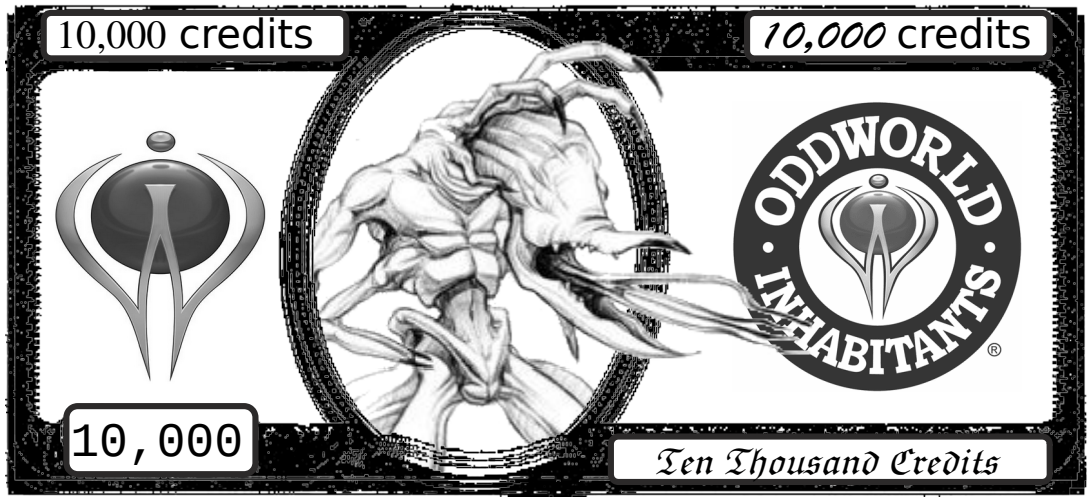

10,000 credits
10,000 credits
ODDWORLD
INHABITANTS
10,000
Ten Thousand Credits


10,000 credits
10,000 credits
ODDWORLD
INHABITANTS
10,000
Ten Thousand Credits


10,000 credits
10,000 credits
ODDWORLD
INHABITANTS
10,000
Ten Thousand Credits


10,000 credits
10,000 credits
ODDWORLD
INHABITANTS
10,000
Ten Thousand Credits


10,000 credits
10,000 credits
ODDWORLD
INHABITANTS
10,000
Ten Thousand Credits


10,000 credits
10,000 credits
ODDWORLD
INHABITANTS
10,000
Ten Thousand Credits

BALLAS SAFEHOUSE

TAXI

POLICE STATION

F.I.B. MISSION CARDS

RUB-B

Casino NIGHT

TAXI

MISSION CARD SET

COURIER MISSION CARDS

CLUB – B

Dark Alleyway

C.M.B. MISSION CARDS

MISSION CARD SET

TAXI

1520 SEDGWICK AVENUE MISSION CARDS

GUN STORE KENDO

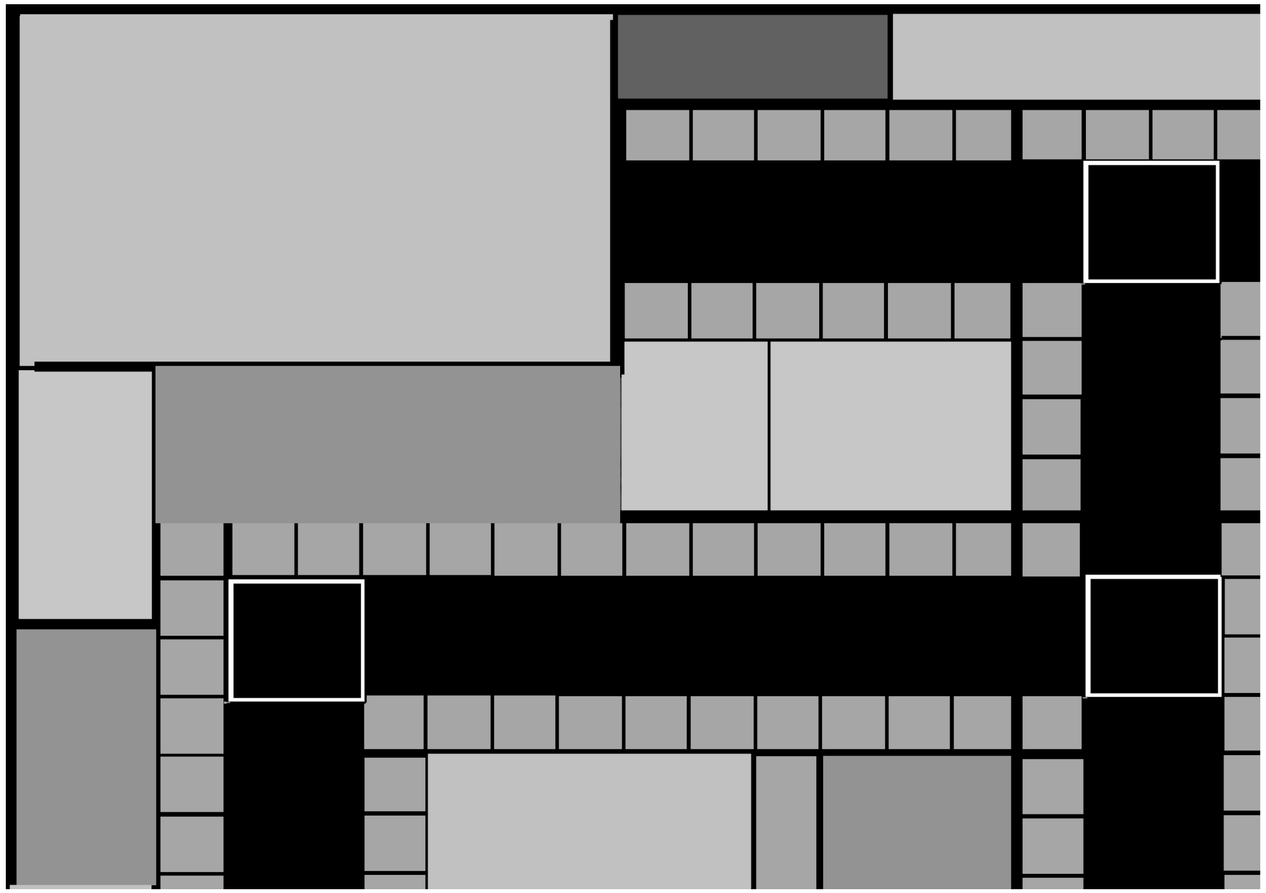
A WALK IN THE PARK

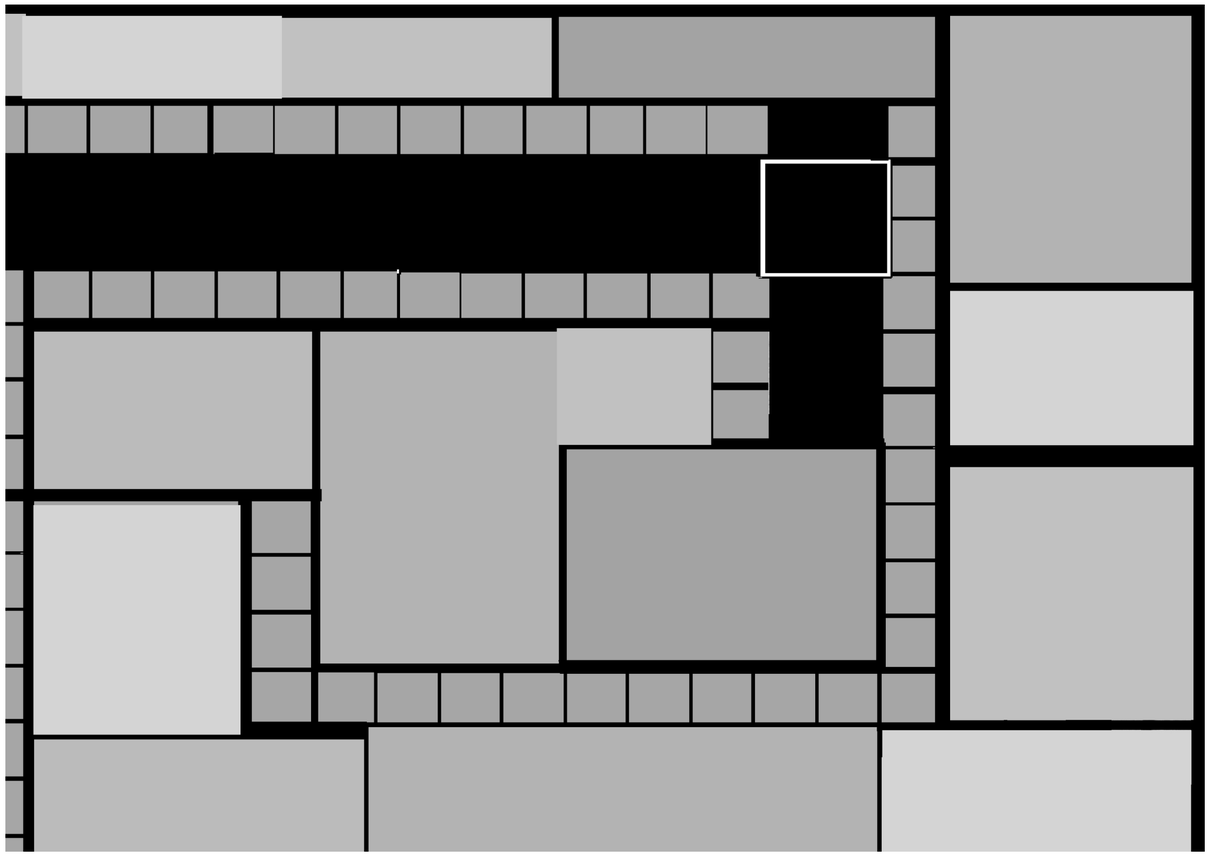
TAXI

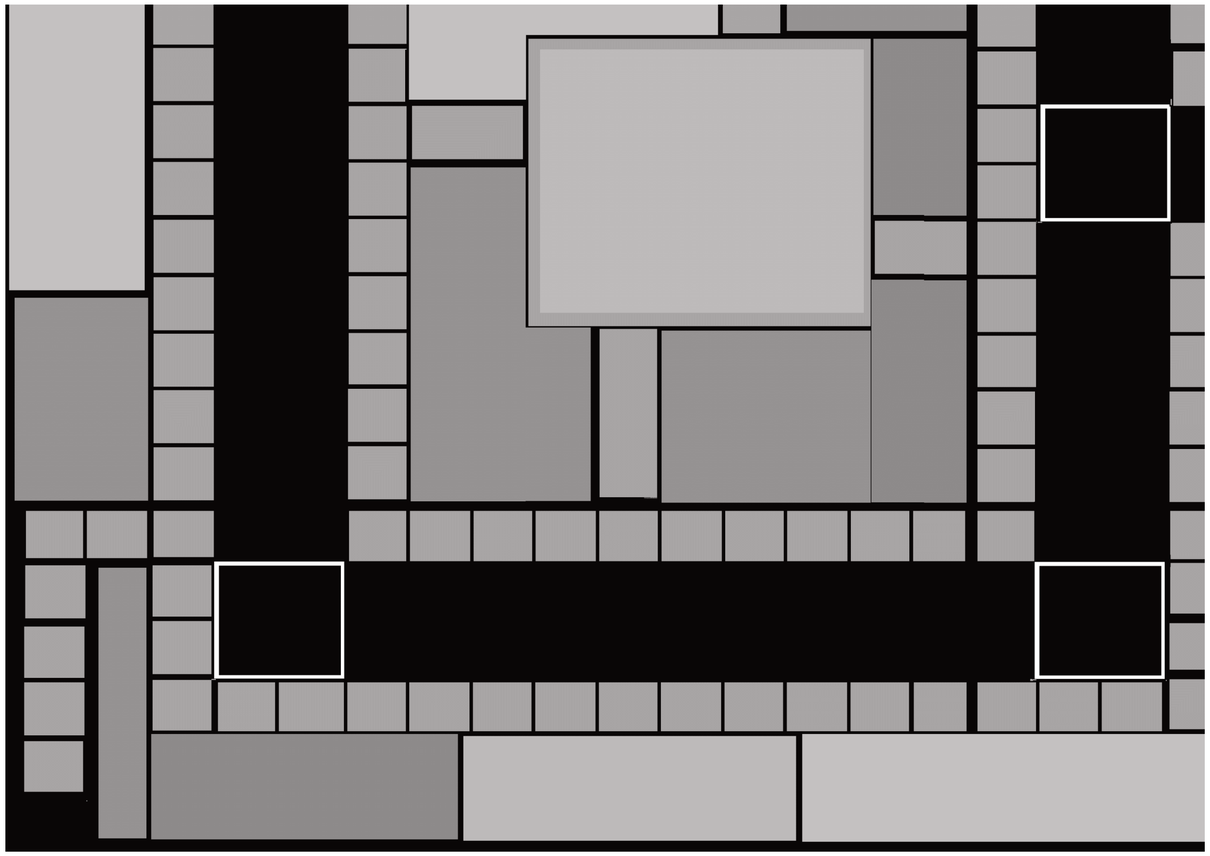
VALLEY OF THE SHADOW OF DEATH

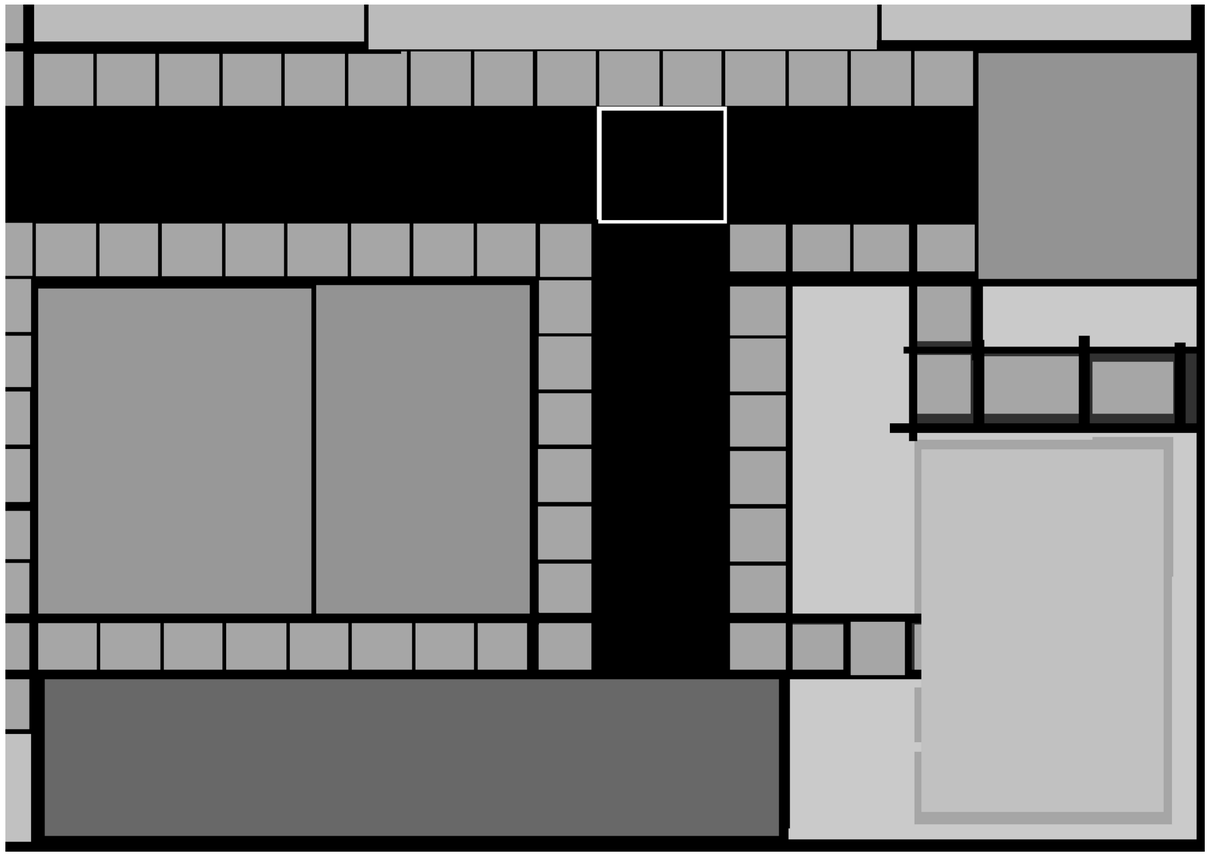
CLUB - A

GROVE ST. FAMILIES SAFEHOUSE









PEDESTRIAN PLAYER PIECES

Resident Evil 3
TTRPG Miniatures

VEHICLE PLAYER PIECES

NORMAL DICE SETS

The Standard rules would be for a set of 5 Normal 6 Sided Dice to be rolled at the start of a Players turn to decide the “Set Number of Steps”. Below are some Examples of different Dice Aesthetics.

DICE DRAGONS

Sorceress - Slick Black with Red Numbers

Void - Slick Black with White Numbers

POLYHEDRAL DICE SETS

Mechanics for how the Dice will Determine the “Set Number of Steps” for each turn is still uncertain. The game will need to be tested to decide what works best, but the following are some possible ideas….

***Mainly only the D20 and/or the D12 would be used.**
***Maybe the 4 faced die could determine a multiplier or the number of rolls of 1 large dice.**
***Maybe have a set dice type for each gang member making more expensive Recruits have a better Dice….**
***Also, Maybe rework the Battle Phase System to be more Dice Related but will need to test game as is first….**

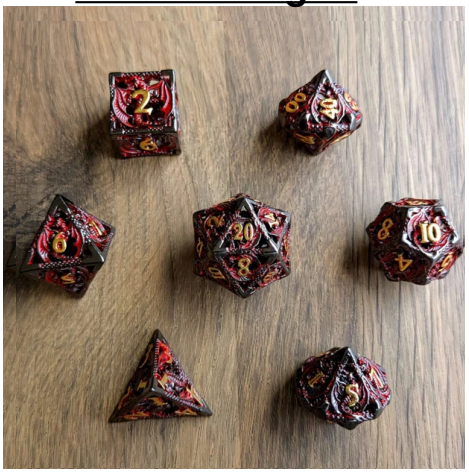
DICE DRAGONS
Polyhedral Die Set

Resin -Black I

Black Skull

Runic

Blood Splatter

Crimson Cascade

Tiamat Red Hollow Dragon